MICKEY & MINNIE'S FunTime PRINT KIT

MANUAL

Disney
SOFTWARE

Welcome to Mickey and Minnie's Fun Time Print Kit

Been thinking about giving a party, but can't find the right decorations? Been out looking for a special birthday card, but nothing strikes your fancy? Well, you've come to the right place. You'll find all the party goods, greeting cards, and other stationery ideas you could ever want in Mickey and Minnie's Fun Time Print Kit. And, you're sure to find designs you like, because you make them yourself!

Table of Contents

Let's Get Started.......... Page 1
Let's Make a Poster.......... Page 4
How to Use the Program.......... Page 7
Let's Set Up Your Printer.......... Page 9
What Would You Like to Make?.......... Page 10
Let's Print Your Project.......... Page 16
Let's Save and Load Your Project.......... Page 18
Ready to Quit?.......... Page 21

Appendix A: Troubleshooting Guide.......... Page 21
Appendix B: Printers Supported.......... Page 22
Appendix C: Serial Printers.......... Page 23

Graphics.......... Page 28
Borders.......... Page 32
Type Styles.......... Page 35

CREDITS
Developer: Designer Software
Producer: Darlene Waddington
Assistant producer: Gary Graeper
Project manager: Bill Bogenreif
Programmer: Jimmy Huey

Let's Get Started

Equipment You'll Need

To use the program, you'll need the following equipment:

- Computer — IBM® PC, XT, AT, PS/1, PS/2 family, or 100% compatibles; or Tandy® 1000, 3000 family
- RAM — 512K
- Graphics — CGA, EGA, MCGA, VGA, Tandy 16-color, or Hercules
- DOS — 2.0 or higher
- Disk Drive — 5.25 or 3.5 inch
- Printer (see the list in *Appendix B: Printers Supported*)

Loading Mickey and Minnie's Fun Time Print Kit Onto Your Computer

Before you do anything else, write-protect your original disk so you can't accidentally copy over them. You can write-protect a 5.25 inch disk by covering the notch on the side of the disk (you can use a notch cover that's sold with disks, or you can just use a piece of tape). You can write-protect a 3.5 inch disk by sliding the tab on the upper right corner of the disk so you can see through the window.

☛ In the following instructions, we refer to your computer's floppy drive as the A drive. If your floppy drive is something other than drive A, substitute A with the correct drive letter.

Hard Disk Users

Copying the Program

1. At the C> prompt, create a subdirectory called MICKPRNT. To do this, type **MD MICKPRNT** and press **Enter**.
2. Get into the subdirectory you just created by typing **CD \MICKPRNT** and pressing **Enter**.
3. Insert Mickey and Minnie's Fun Time Print Kit disk in drive A.
4. Type **COPY A: *.*** and press **Enter**.
5. When the copying is complete, store your original disk in a safe, clean place.

Starting the Program

1. Make sure you're in the MICKPRNT subdirectory. (If you're not sure what subdirectory you're in, type **CD \MICKPRNT** and press **Enter**. You should now be in the correct subdirectory.)
2. Type **MICKEY** and press **Enter**.
3. The first thing you see is a screen that asks you to select the graphics adapter you have. Just enter the number that represents your setup. If you don't know what graphics adapter you have, please refer to your computer hardware manual. If you select an option that your computer can't handle, the screen goes black, the computer freezes, and you'll have to reboot the computer. *To correct your graphics selection, you must restart the program by typing the command* **Mickey ?**. You're then given the opportunity to select a new graphics adapter.

4. Do you have a mouse? Press **Y** for yes or **N** for no.
   Once you select the graphics adapter and mouse options, the computer remembers your choices so you won't have to do this again.
5. The title screens appear. You can press **Enter** to continue or wait for the program to automatically continue.
6. Next, Mickey needs your help finding a word. Press **Enter** or click on **OK** to continue. Mickey will ask you to find a word in one of the boxes located throughout the manual. Let's say you're asked to turn to page 6 and to find the third word on line 2. Turn to page 6 and find the box of words; the third word on line 2 is **Ribbon**. In this example, you'd type **Ribbon** and press **Enter** to continue.
7. After you answer the question correctly, Mickey thanks you. Press **Enter** or click on **OK** to continue. If this is the first time you've ever loaded the program, you need to answer some printer setup questions (see the *Let's Set Up Your Printer* section for complete details). Otherwise, you go to the Main Menu.

Floppy Disk Users

Copying the Program

It's a good idea to make a copy of your disk and work with the copy. This way, if anything happens to the copy, you can easily make another to work with. Once you've made the copy, be sure to store your original disk in a clean, dry place.

One drive systems:

1. Have a blank, formatted disk ready.
2. At the A> prompt, type **DISKCOPY A: A:** and press **Enter**.
3. You're asked to insert a source disk; insert Mickey and Minnie's Fun Time Print Kit disk in drive A. Press **Enter** to start copying. You'll have to swap disks during the copying process — you're prompted when to insert your source disk (the original disk) and when to insert your destination disk (the backup copy).
4. When the disk copying is complete, you're asked if you want to make another copy. Type **N** and press **Enter**.
5. Do not write-protect the copy of your disk.

Two drive systems:

1. Have a blank, formatted disk ready.
2. At the A> prompt, type **DISKCOPY A: B:** and press **Enter.**
3. You're asked to insert your source disk in drive A and the destination disk in drive B. Insert Mickey and Minnie's Fun Time Print Kit disk in drive A and the blank, formatted disk in drive B. Press **Enter** to start copying. NOTE: These instructions only work if both drives are the same size; if they aren't, you'll have to use the instructions for a one drive system.
4. When the disk copying is complete, you're asked if you want to make another copy. Type **N** and press **Enter**.
5. Do not write-protect the copy of your disk.

Starting the Program

1. Insert your copy of Mickey and Minnie's Fun Time Print Kit disk in drive A. Type **MICKEY** and press **Enter**.
2. The first thing you see is a screen that asks you to select the graphics adapter

Letter	Greetings	Friend
Design	Text	Merry
Print	Graduation	Mom

you have. Just enter the number that represents your setup. If you don't know what graphics adapter you have, please refer to your computer hardware manual. If you select an option that your computer can't handle, the screen goes black, the computer freezes, and you'll have to reboot the computer. *To correct your graphics selection, you must restart the program by typing the command* **Mickey ?**. You're then given the opportunity to select a new graphics adapter.

3. Do you have a mouse? Press **Y** for yes or **N** for no.
   Once you select the graphics adapter and mouse options, the computer remembers your choices so you won't have to do this again.
4. The title screens appear. You can press **Enter** to continue or wait for the program to automatically continue.
5. Next, Mickey needs your help finding a word. Press **Enter** or click on **OK** to continue. Mickey will ask you to find a word in one of the boxes located throughout the manual. Let's say you're asked to turn to page 6 and to find the third word on line 2. Turn to page 6 and find the box of words; the third word on line 2 is **Ribbon**. In this example, you'd type **Ribbon** and press **Enter** to continue.
6. After you answer the question correctly, Mickey thanks you. Press **Enter** or click on **OK** to continue. If this is the first time you've ever loaded the program, you need to answer some printer setup questions (see the *Let's Set Up Your Printer* section for complete details). Otherwise, you go to the Main Menu.

When you have an error or change in your graphics adapter or mouse setup...

There are two commands you can use to load the program: **Mickey** and **Mickey ?**.

Here's when you'll type **Mickey**:

- If this is the first time you've ever loaded the program.
- If you're going to use the same graphics adapter and mouse option you did the last time you loaded your program.

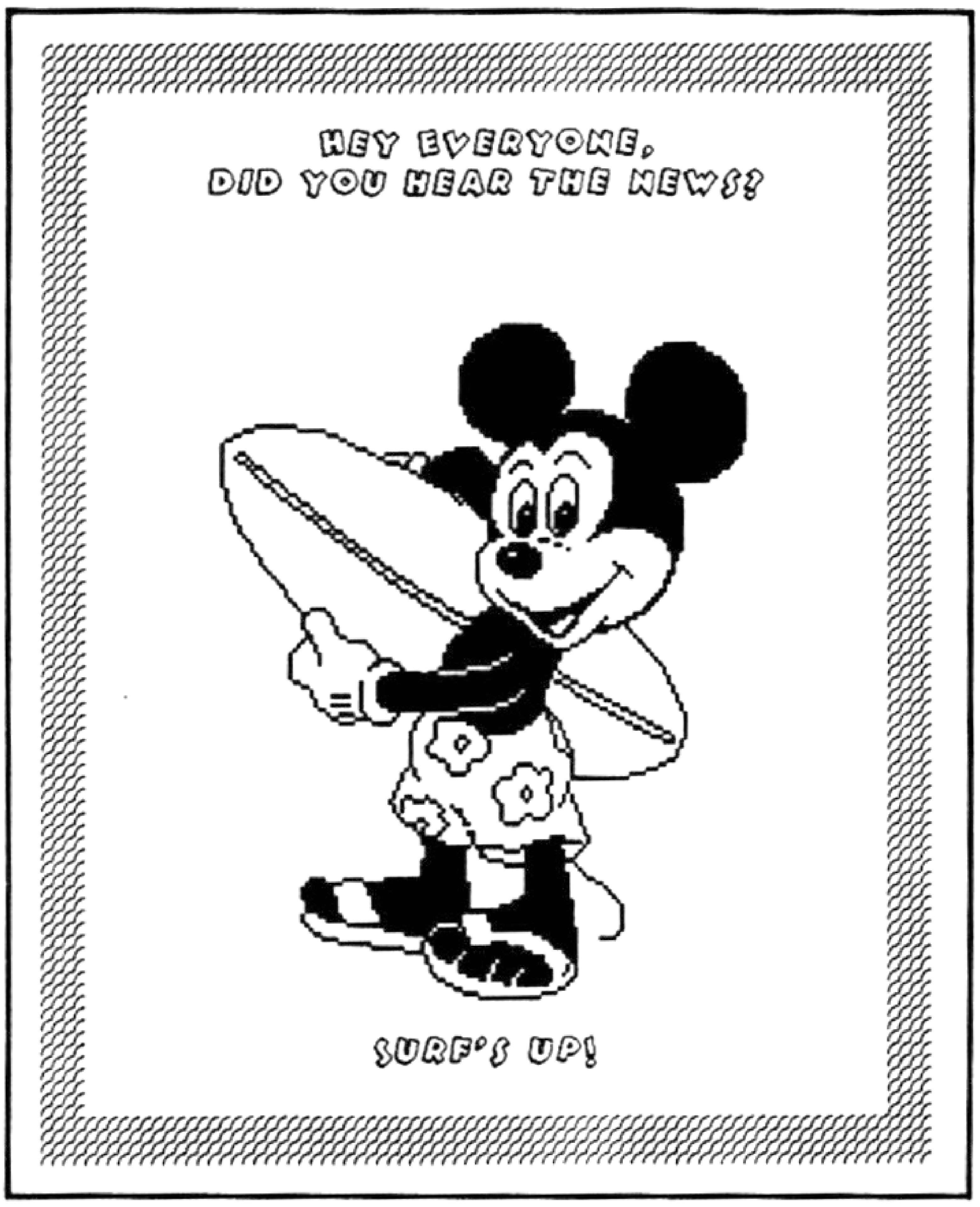
Here's when you'll have to type **Mickey ?**:

- After you load the program you get the two screens where you're asked to select the type of graphics adapter you have and if you're using a mouse (to return to the graphics adapter screen from the mouse screen, just press **Esc**). If you select an option that your computer can't handle, the screen goes black and the computer freezes. You will have to reboot your computer and type **Mickey ?** to reload the program and "reset" the graphics adapter/ mouse options. *You must type **Mickey ?** or you'll just get a black screen when you try to reload the program.*
- You may decide to run your program in a different graphics mode or with a different mouse option than the one you've been using. For instance, maybe you've been using the program in EGA mode and now you want to use it in CGA mode. Or, you previously weren't using a mouse and now you want to use a mouse. *You must type **Mickey ?** to get the screens that let you choose the graphic adapter and mouse options.*

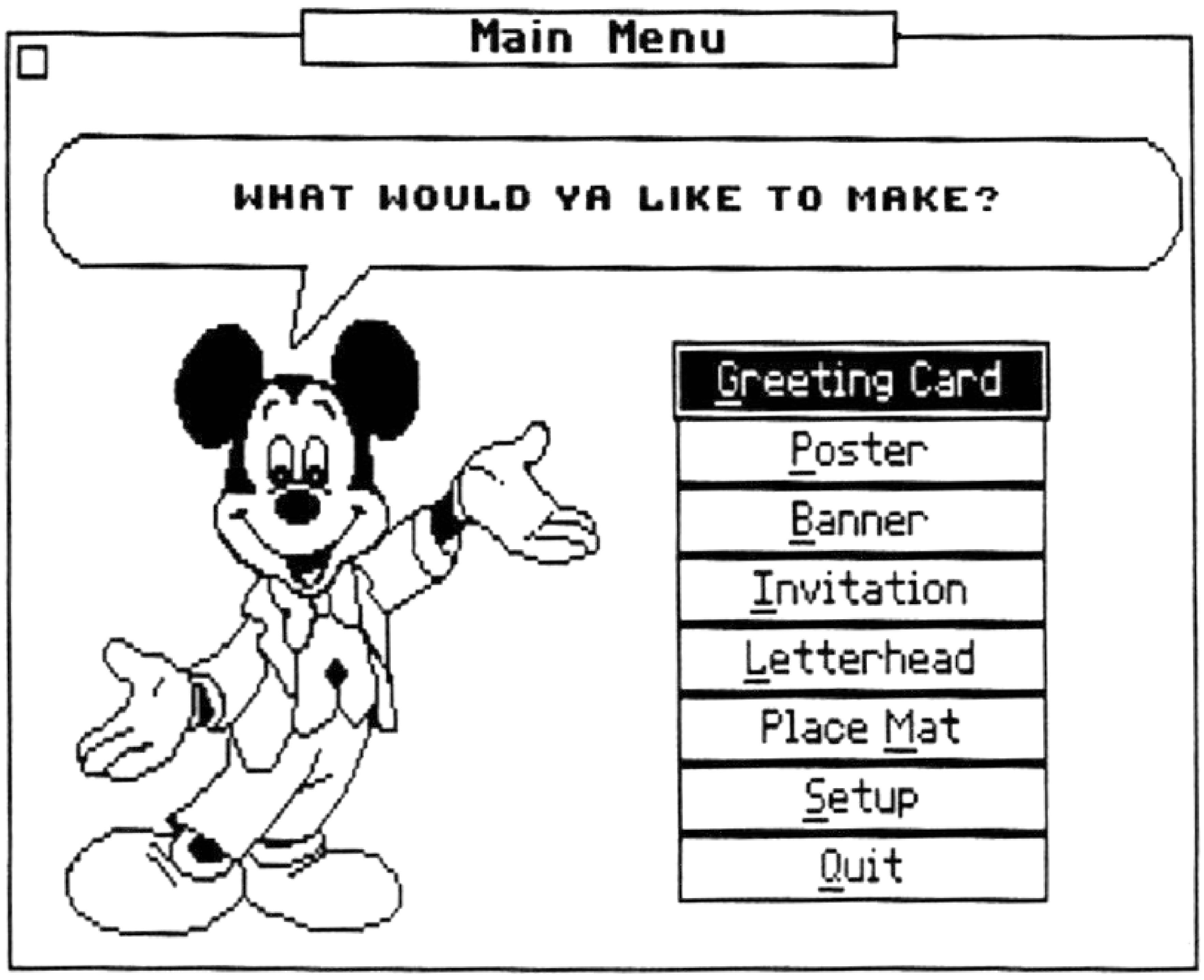
Cut	Celebrate	Draw
Award	Tags	Signs
Display	Wrap	Paper

Let's Make a Poster

This is a quick and easy step-by-step lesson designed to teach you how to use the program. After you create the poster, you can jump right into other projects or take your time and go through the rest of the manual.


HEY EVERYONE,
DID YOU HEAR THE NEWS?
SURF'S UP!

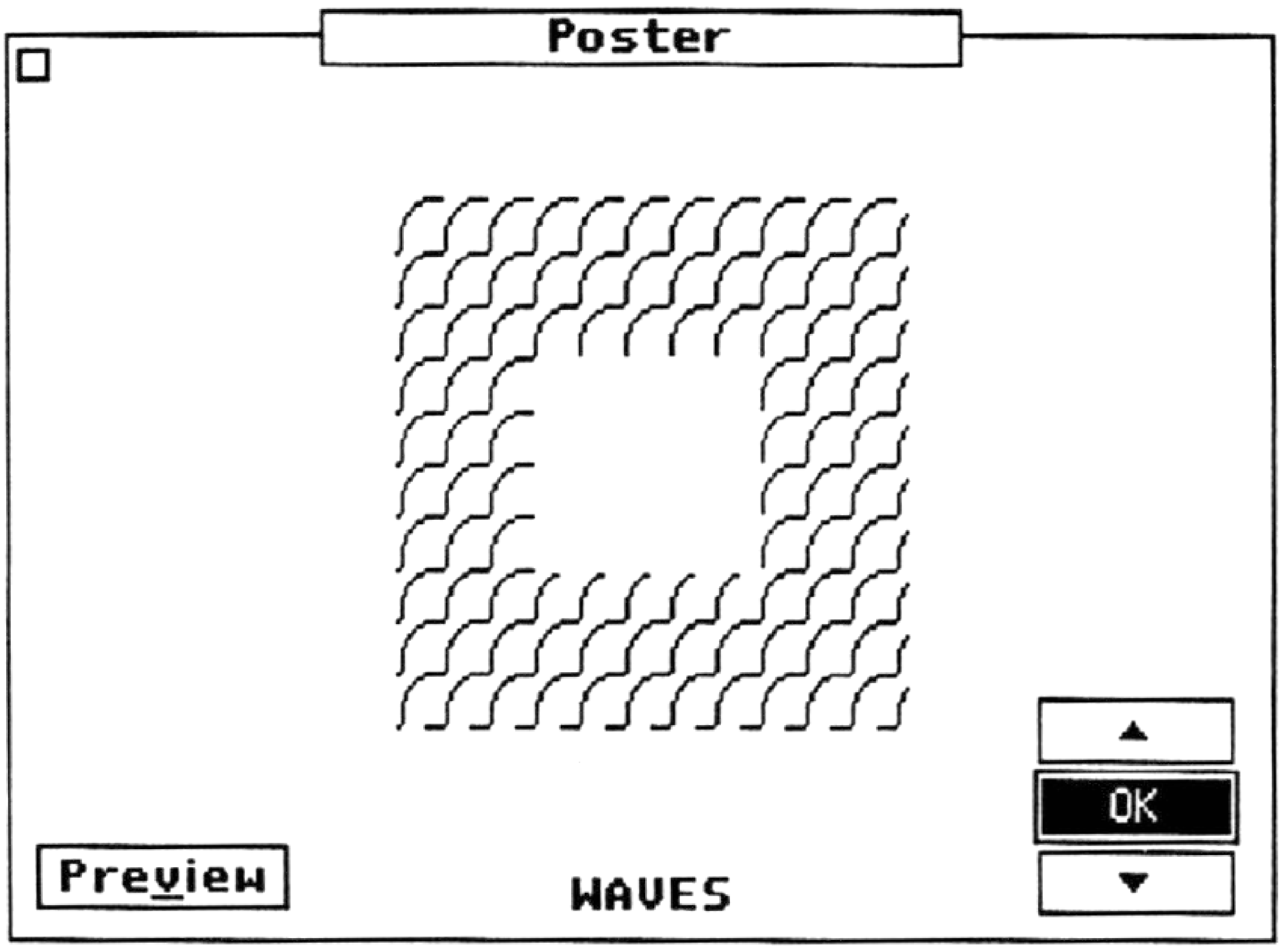
1. The Main Menu lists all the projects you can design. Press the down arrow to highlight **Poster** and press **Enter** to select it. Mouse users: You can select any menu option by double-clicking on it.


Main Menu
WHAT WOULD YA LIKE TO MAKE?
Greeting Card
Poster
Banner
Invitation
Letterhead
Place Mat
Setup
Quit

2. First, we'll pick a border for your poster. Let's try a different way of making selections. See how there's a letter in each option that's underlined? You can simultaneously press the **Alt** key and and the underlined letter to select that option. Press **Alt-B** to select **Choose Border**.

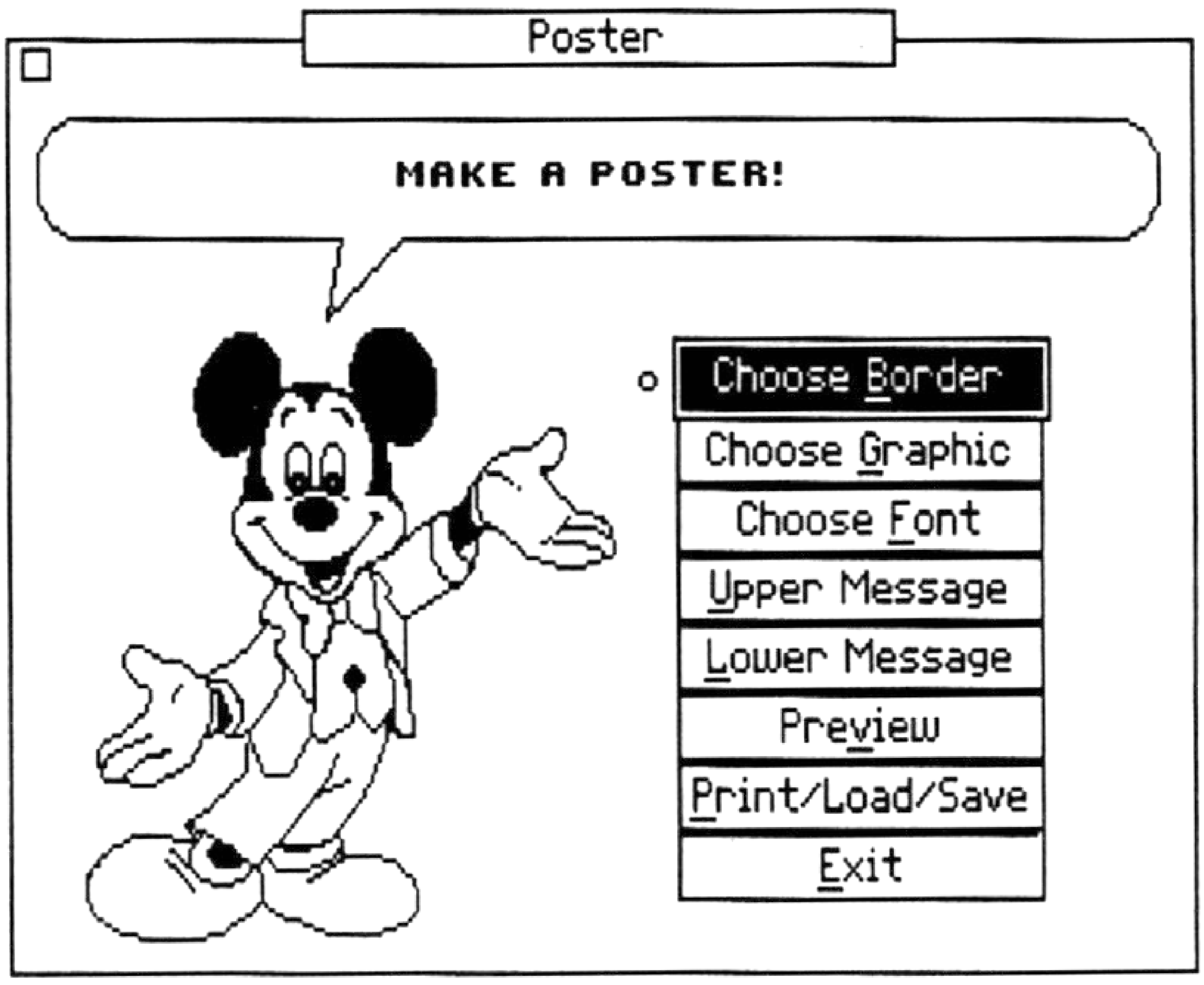
The list of borders appears. Press the down arrow until you highlight the word **Waves**. Most of the lists have so many choices that they can't all fit in the window at the same time — use your up and down arrows to go through all the choices. When you've highlighted **Waves**, press **Enter**.

3. Now that you've selected the Wave border, you see a preview of it. Anytime you select a graphic, you go to this preview screen so you can see what your choice looks like.

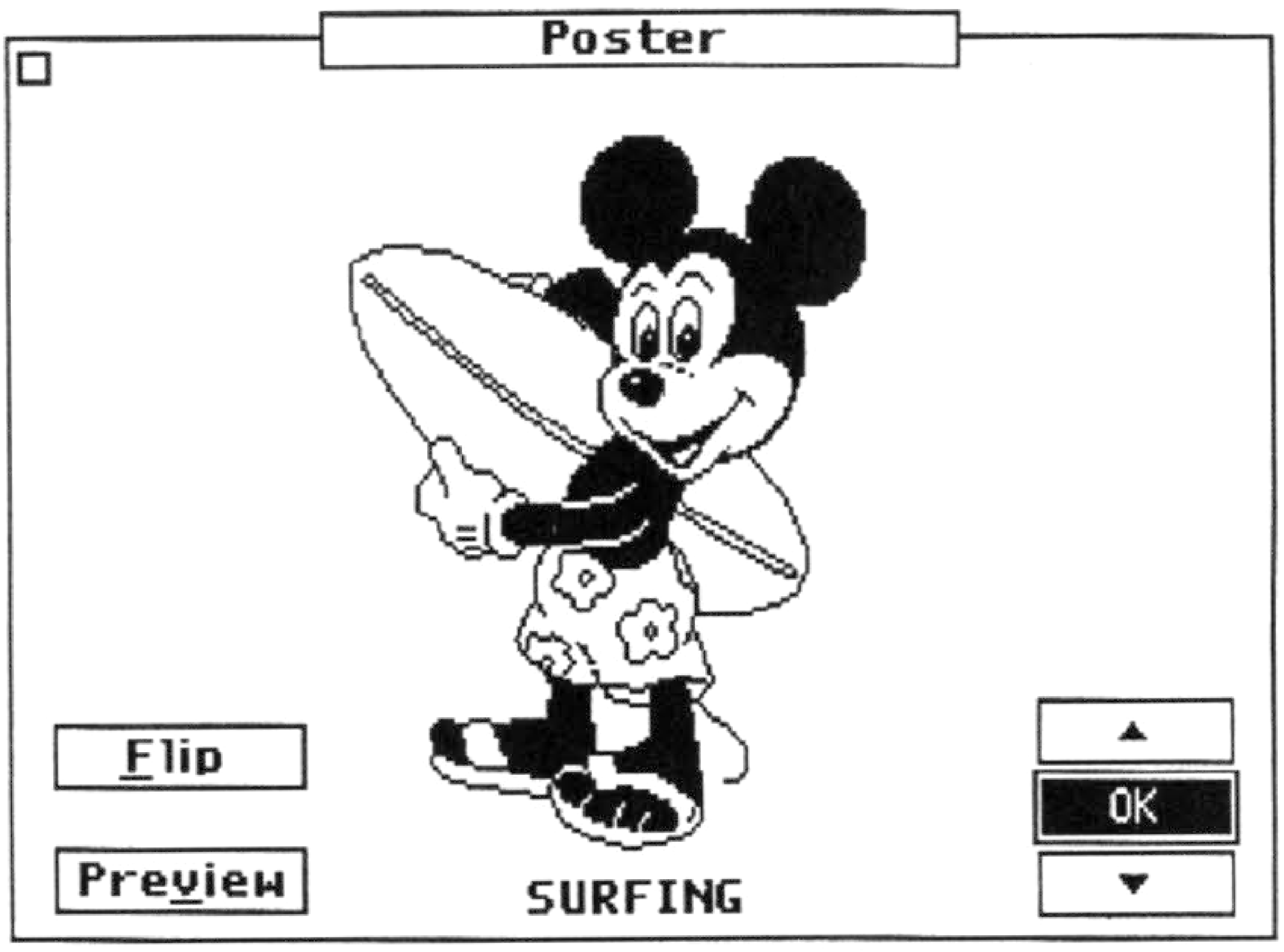

Poster
▲
OK
▼
Preview
WAVES

In the bottom right corner of the screen are three commands: an up arrow, **OK**, and a down arrow. Press the up and down arrows on your keyboard. See how the patterns change on your screen? You're previewing the other borders on the Border list. The name of each design appears at the bottom center of the screen. This is a great way to check out all the other borders. Return to **Waves** and press **Enter** to select it.

4. Now you're back at the Poster Options menu. See how **Choose Border** now has a white dot to the left of it? That means you made a selection under that option. The white dot helps you keep track of the parts of the project that you've completed.

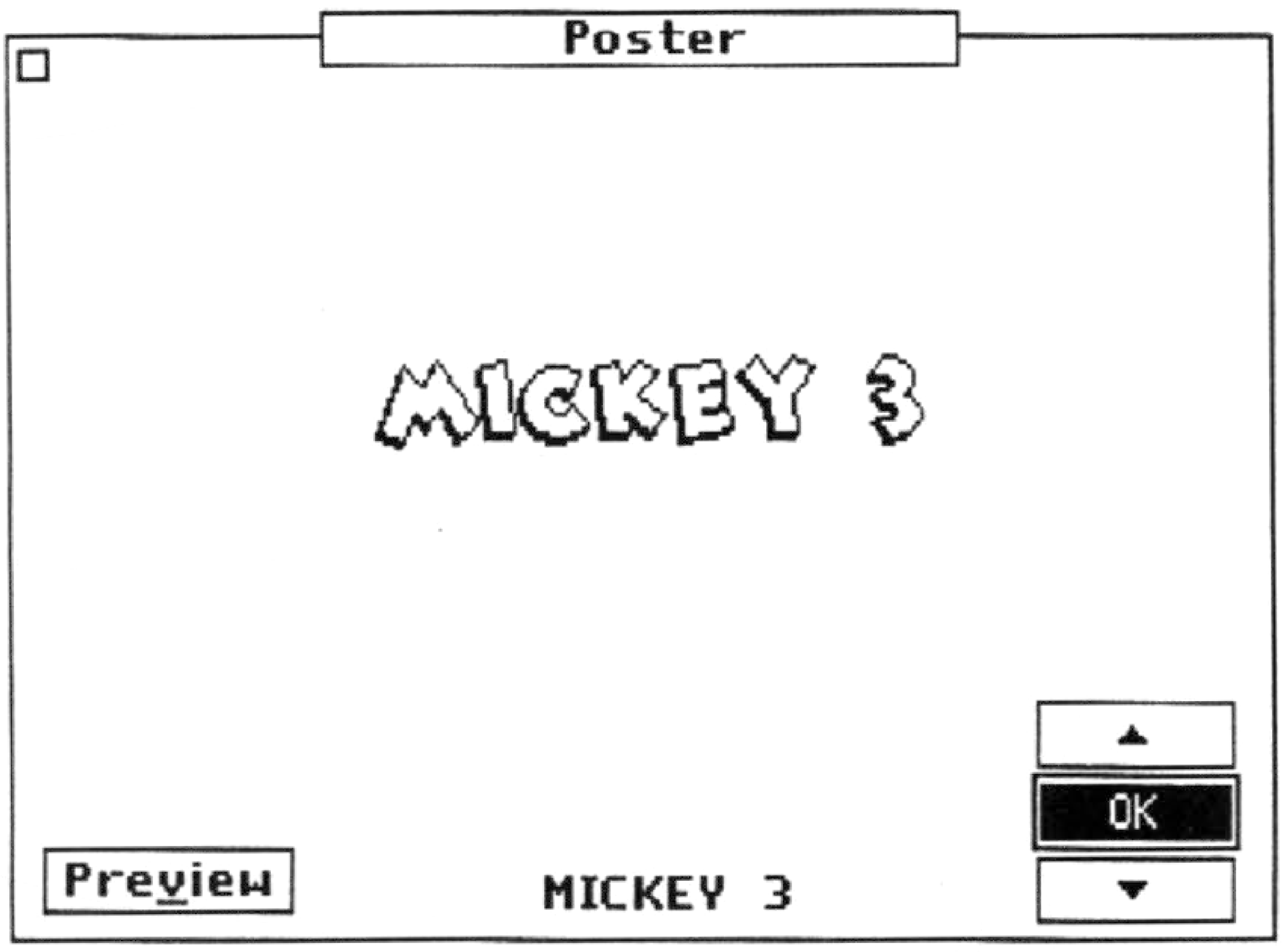

Poster
MAKE A POSTER!
○ Choose Border
Choose Graphic
Choose Font
Upper Message
Lower Message
Preview
Print/Load/Save
Exit

5. Now we're going to choose a main graphic for the poster. Press the down arrow once to move to **Choose Graphic** and press **Enter**. Highlight **Surfing** and press **Enter**. You're shown a preview of Mickey with his surfboard. Just as in step 3, you can press the up and down arrows to preview all the other available graphics.

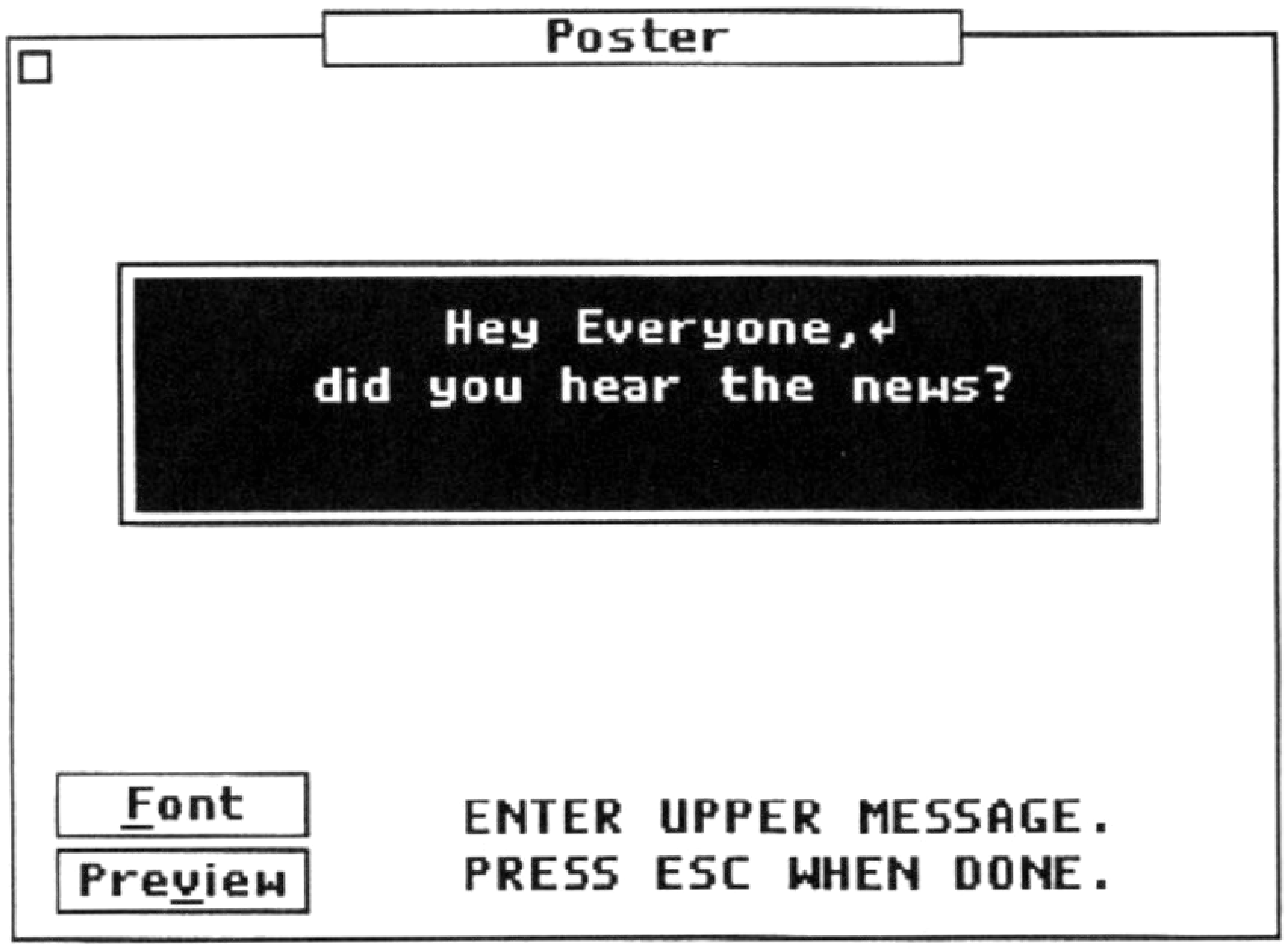


6. Press **Alt-F** to flip the picture. See how the graphic reversed directions? You can flip any graphic you want. Make sure you're on the **Surfing** preview screen and press **Enter** to select it.

7. Press the down arrow once to go to highlight **Choose Font**. You're shown the list of fonts. Highlight **Mickey 3** and press **Enter** to select it. You see a preview of that font. Again, you can preview other fonts just by pressing the up and down arrows. Return to **Mickey 3** and press **Enter** to continue.



8. Next, we're going to put in some text on the top part of the poster. Highlight **Upper Message** and press **Enter** to go to the text box. Type **Hey Everyone,** and press **Enter**. On the next line type **did you hear the news?** If you make a typing error, press **Backspace** to delete the error. Although there's room for a lot more text, that's all the text we're going to put on the top part, so press **Esc**.



Hey Everyone,↵
did you hear the news?

ENTER UPPER MESSAGE.
PRESS ESC WHEN DONE.

9. Now we're going to put text on the bottom part of our poster. Select **Lower Message**. Type **Surf's up!** and press **Esc**.

10. That's it! Your poster's done. Select **Preview** to see a layout of your poster. Since it's a reduced version of your printout, you'll notice that you can't read the text. Don't worry — everything you do will look normal when you print it out.

    If you're using a color printer, you're asked to pick your colors before you see the Preview screen. Since we're not printing now, we won't worry about the colors. Press **Enter** to continue.

11. Wasn't that easy? We showed you step-by-step how to select from menus and lists, and how to enter text. We're done with this sample project. Select **Exit** and then select **Yes** to return to the Main Menu. Now it's your turn!

How to Use the Program

Selecting from a Menu

Mickey and Minnie's Fun Time Print Kit uses a *menu* system that lets you easily pick the options you want. All you need to do is press the up or down arrow keys to move the highlight bar to the option you want. Then press **Enter** to select it.

Another way to select an option from a menu is to simultaneously press the **Alt** key with the letter that's underlined. Notice on the Main Menu how each menu option has a letter that's underlined. If you wanted to make an invitation, you could press **Alt-I** to highlight it and then press **Alt-I** again to select that option. Or if you wanted to make a banner, you could press **Alt-B** twice.

The menu system is easy to use — every time the program gives you a new menu, just pick another option from that menu. Because there are a lot of options to choose from, the program helps you keep track of your progress by putting a white dot to the left of options you've made selections for. NOTE: If you choose not to have a font, border, or graphic the white dot won't appear.

If You're Using a Mouse

Are you using a mouse? If you are, you can just click on a menu option to highlight it; then click on it again to select it.

In the upper left corner of the screen is a button you can click on to return to the previous screen (this button is equivalent to the **Esc** key).

Keys You Can Use on Your Keyboard

Here's a list of the keys that you can use in the program:

↑	On an Item list, move the highlight bar up. In a text box, move the cursor up a line.
↓	On an Item list, move the highlight bar down. In a text box, move the cursor down a line.
←	Move the text cursor left.
→	Move the text cursor right.
↵ **Enter**	On an Item list, select a highlighted option. In a text box, move to next line.
Del or **Backspace**	Delete the letter left of the text cursor.
Esc	Returns you to the previous screen. In a text box, accept the text and exit the text box.
PgUp	On an Item list, move highlight bar up a screen. In a text box, move the text cursor to the beginning of a message.
PgDn	On an Item list, move highlight bar down a screen. In a text box, move the text cursor to the end of a message.

Home	On an Item list, move highlight bar to the beginning of an Item list. In a text box, move the text cursor to the beginning of the line.
End	On an Item list, move highlight bar to the end of an Item list. In a text box, move the text cursor to the end of the line.

Let's Set Up Your Printer

Mickey and Minnie's Fun Time Print Kit needs a little information about your printer, so when it's time to print, everything will come out looking great.

If you don't have a printer yet, or if you're not sure how to answer all the questions, go ahead and take your best guesses. You can always update this information at any time by choosing **Setup** from the Main Menu.

1. Select **Setup** from the Main Menu. (The program automatically selects this option if this is the first time you've ever loaded it.)

2. Select a printer. There are more printers than those you see in the window, so be sure to use the down arrow to scroll through the entire list (you'll also find a complete list of printers in *Appendix B: Printers Supported*).

   If you don't see your printer anywhere on the list, it might be compatible with one of the printers listed. Check your printer's user manual to see if it emulates any other printer. If you're still unsure after checking the user manual, try selecting the Epson or IBM compatible mode — these are the modes most commonly emulated.

3. Does the printer need linefeeds? "Linefeed" is when the printer automatically advances the paper during printing. If your printer needs linefeeds, select **Yes**; otherwise, select **No**. If you're not sure if your printer needs linefeeds, check your printer manual.

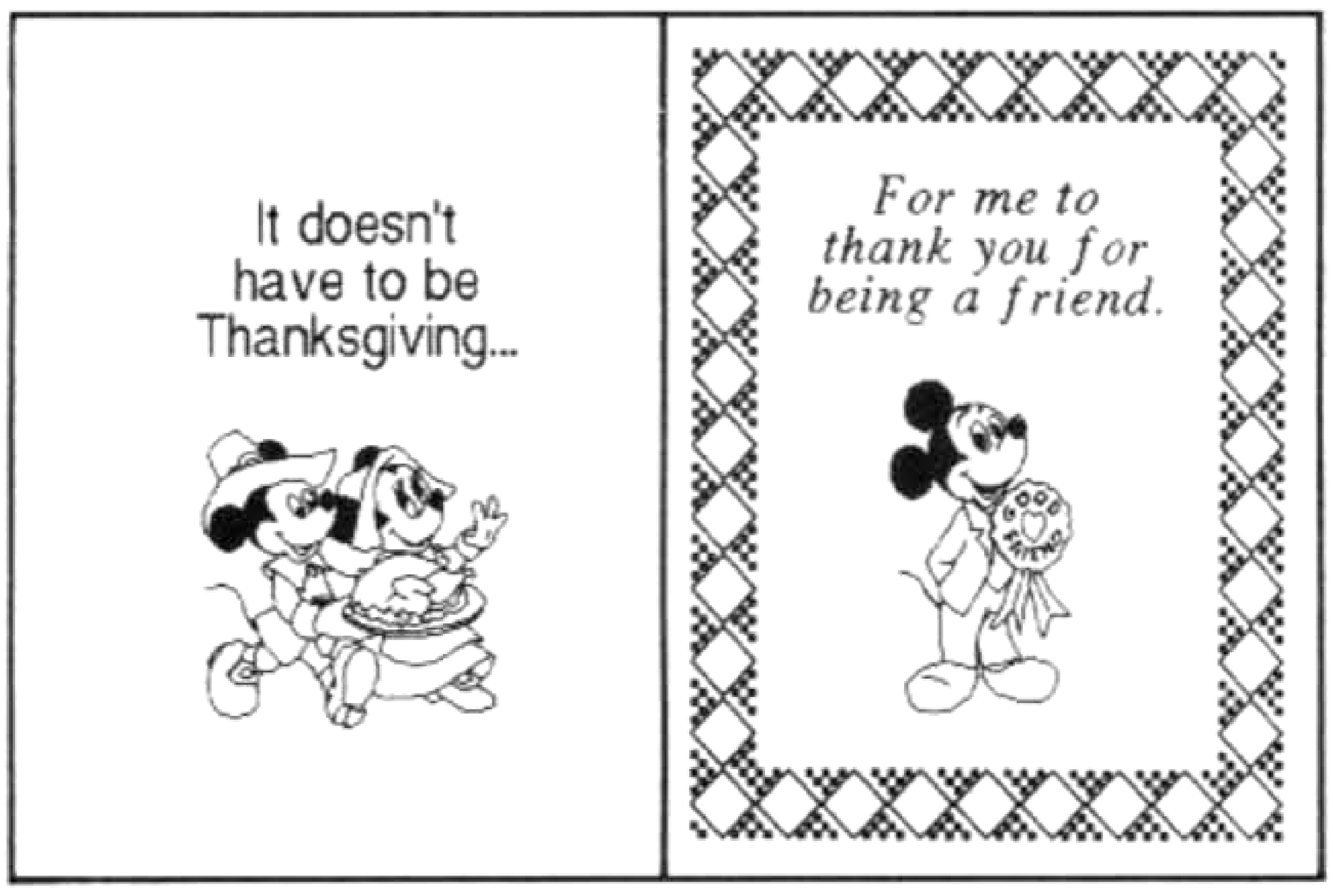
4. Select the port your printer is attached to. Choose **LPT** for parallel ports or **COM** for serial ports. Unsure of which port to choose? Your printer manual should have the information on which one to select. NOTE: If you're using a COM port, please see *Appendix C: Serial Printers* for detailed instructions.

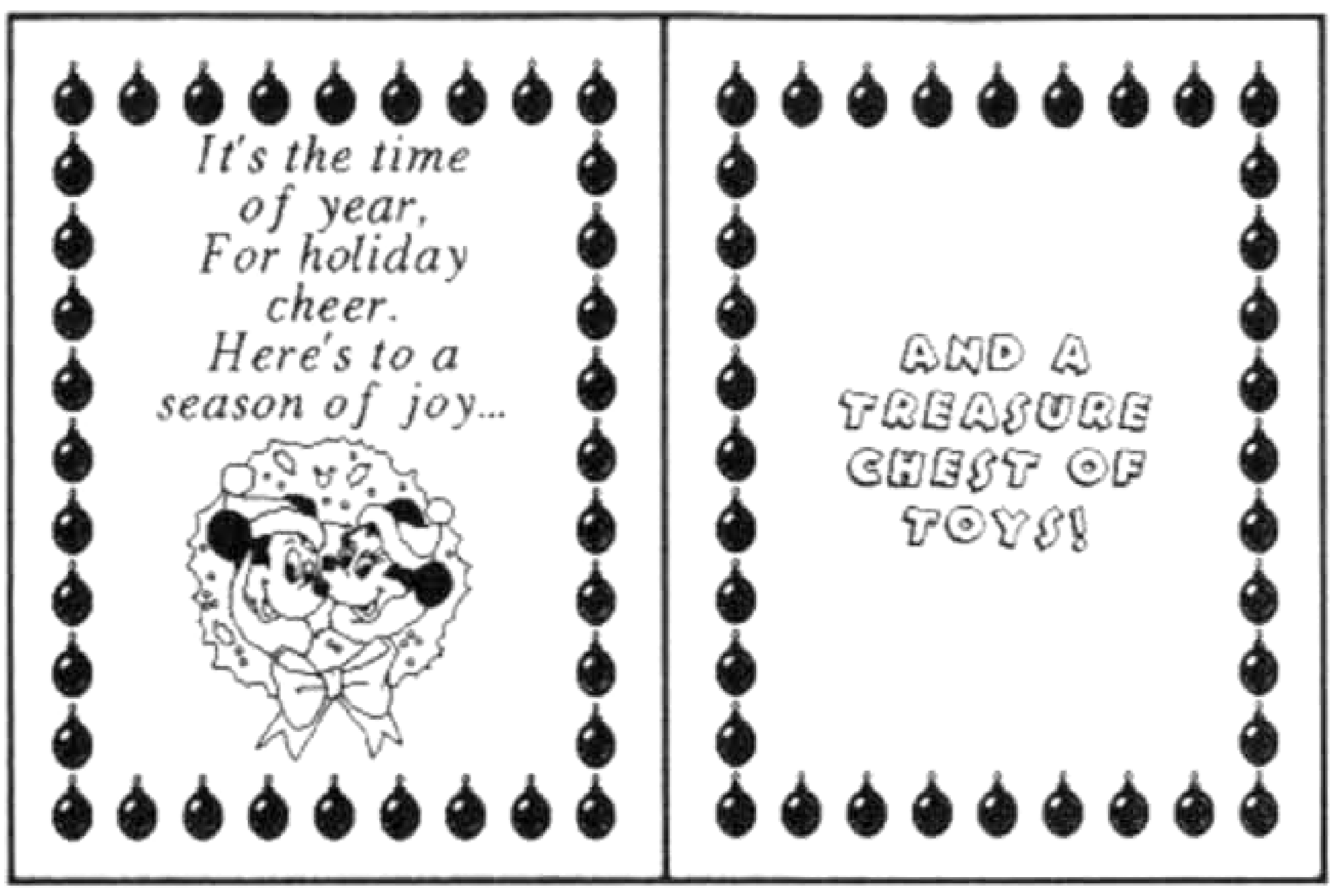
5. If you're using a color printer, you're asked to choose the type of color ribbon that you have. Choose between **4 Color** or **3 Color**.

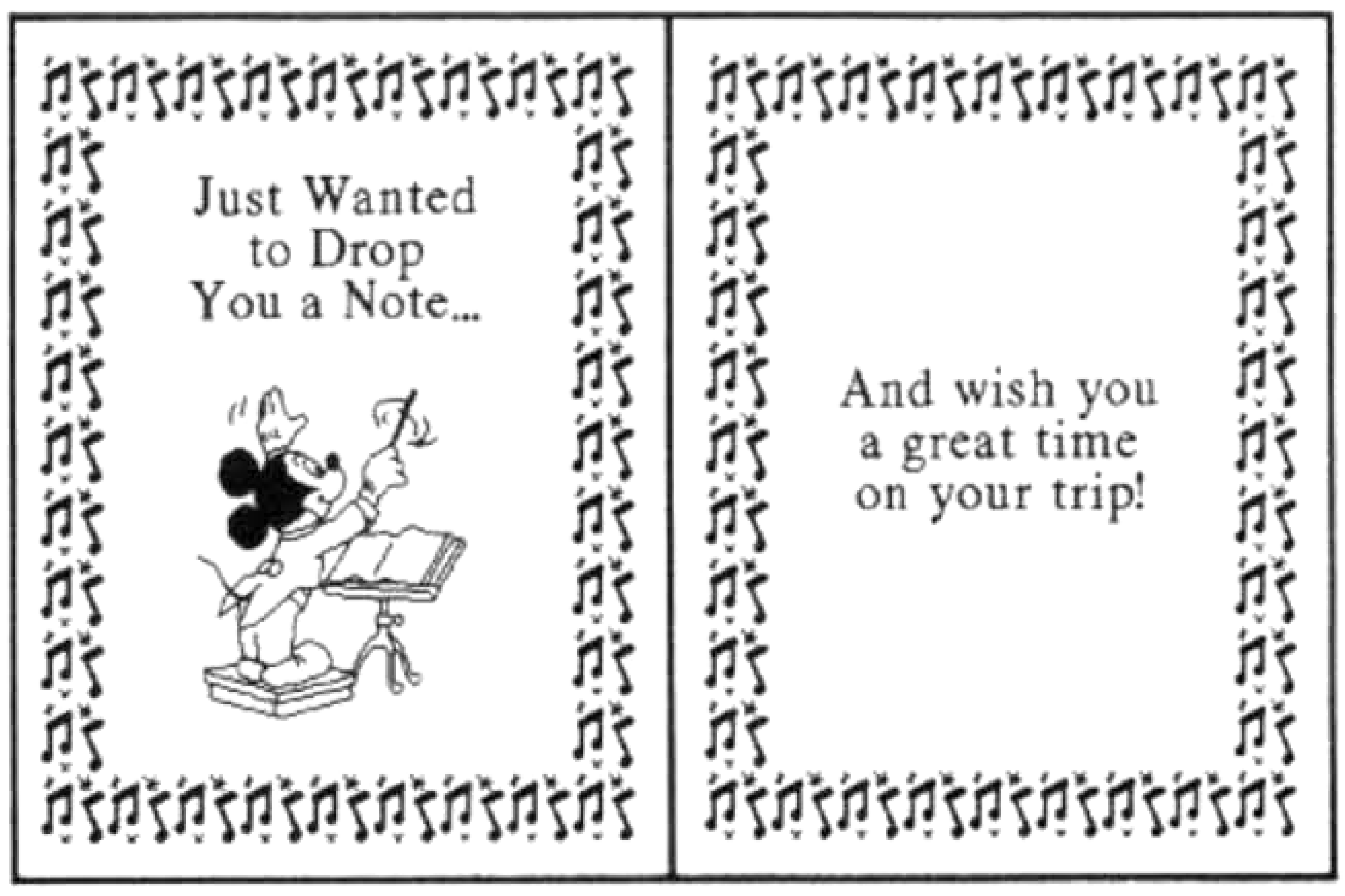
6. Is the setup ok? If you're satisfied with your choices, choose **Yes**. The program writes this information to the disk so you won't need to go through this setup process again unless you change your computer or printer setup. If you don't want to save the changes, select **No** to return to the start of the setup routine.

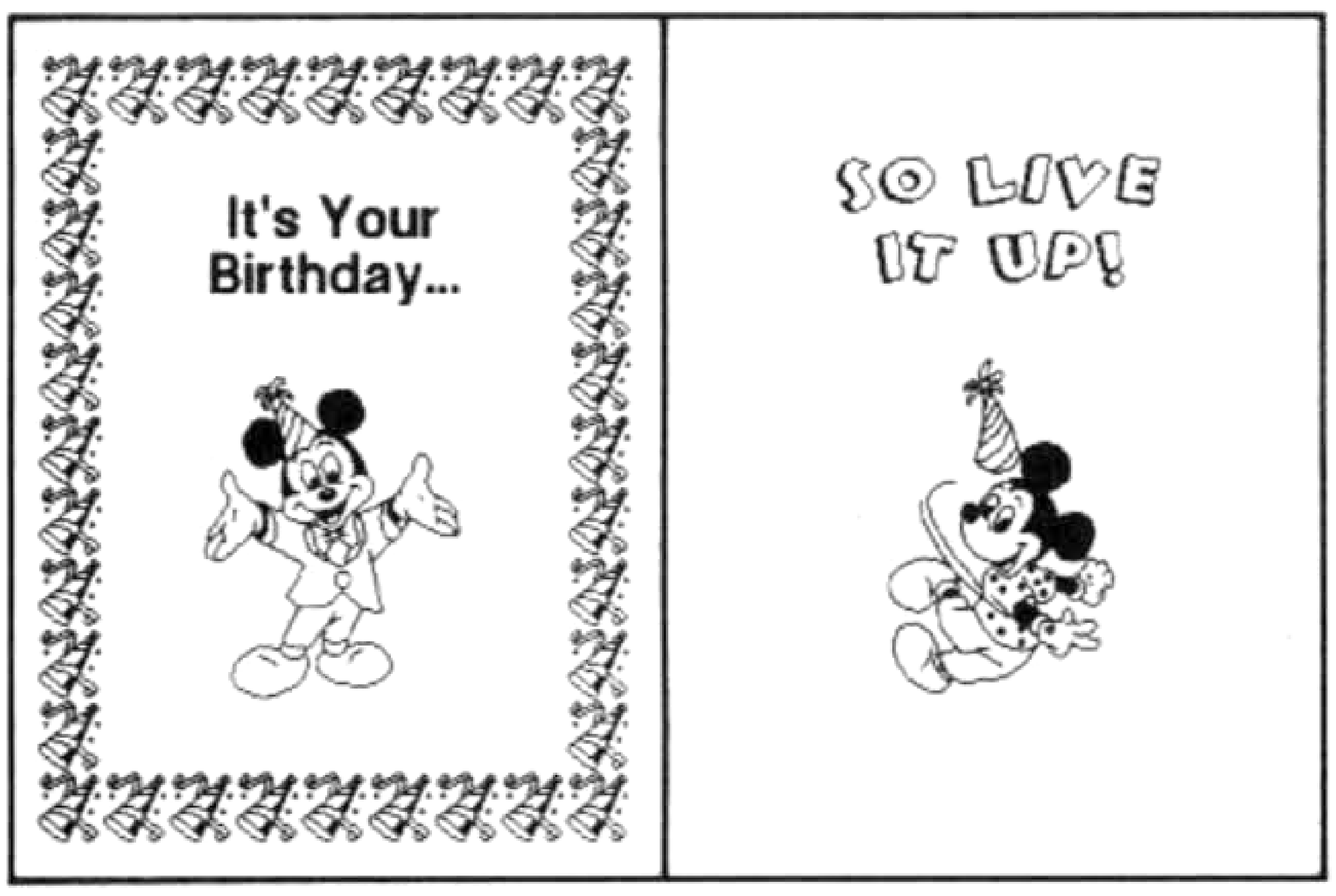
What Would You Like to Make?

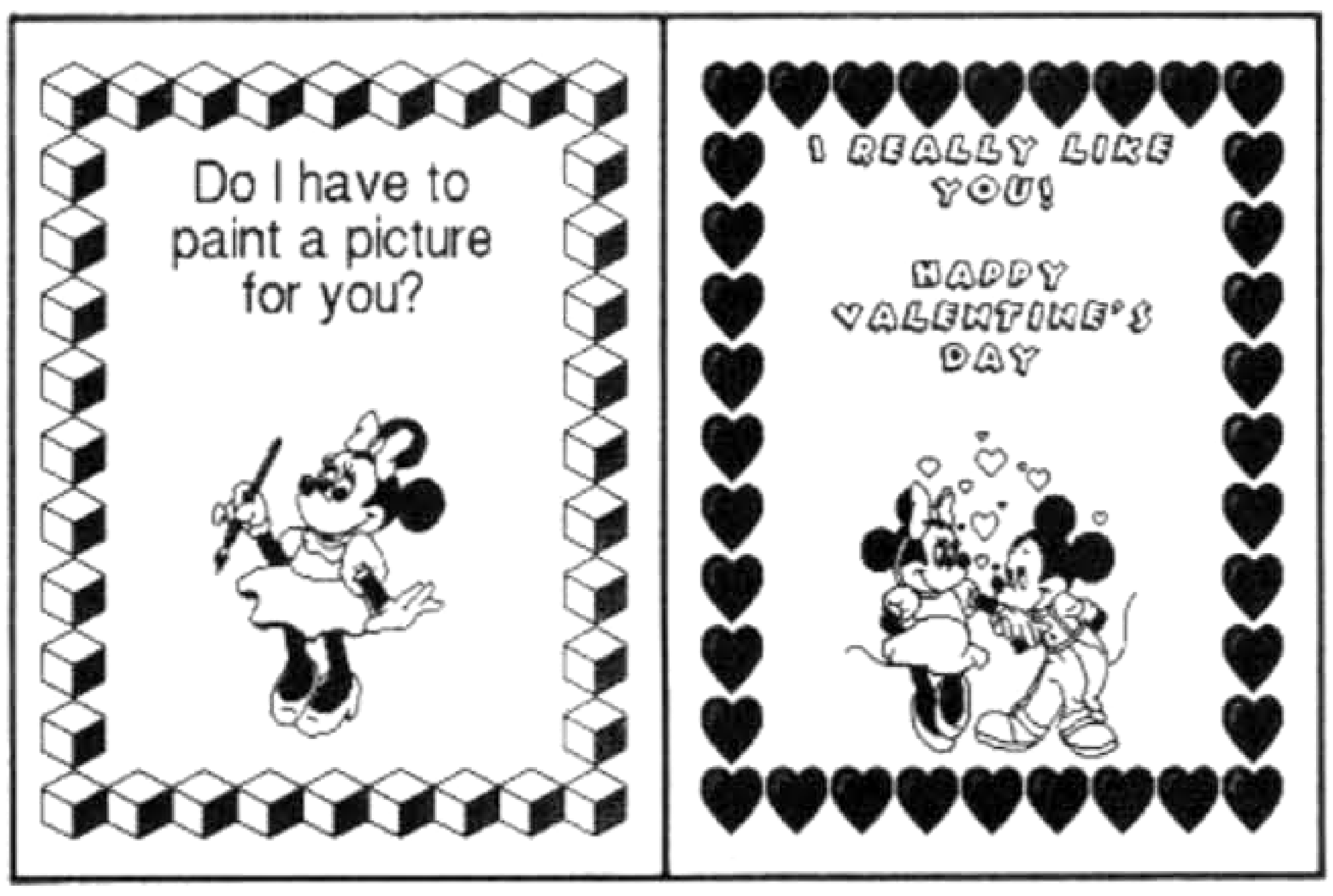
Now that you know how to use the program, let's find out about everything you can do. We've included lots of examples for each project to help you get started.


It doesn't have to be Thanksgiving...
For me to thank you for being a friend.


It's the time of year, For holiday cheer. Here's to a season of joy...
AND A TREASURE CHEST OF TOYS!


Just Wanted to Drop You a Note...
And wish you a great time on your trip!


It's Your Birthday...
SO LIVE IT UP!


Do I have to paint a picture for you?
I REALLY LIKE YOU!
HAPPY VALENTINE'S DAY

Greeting Cards

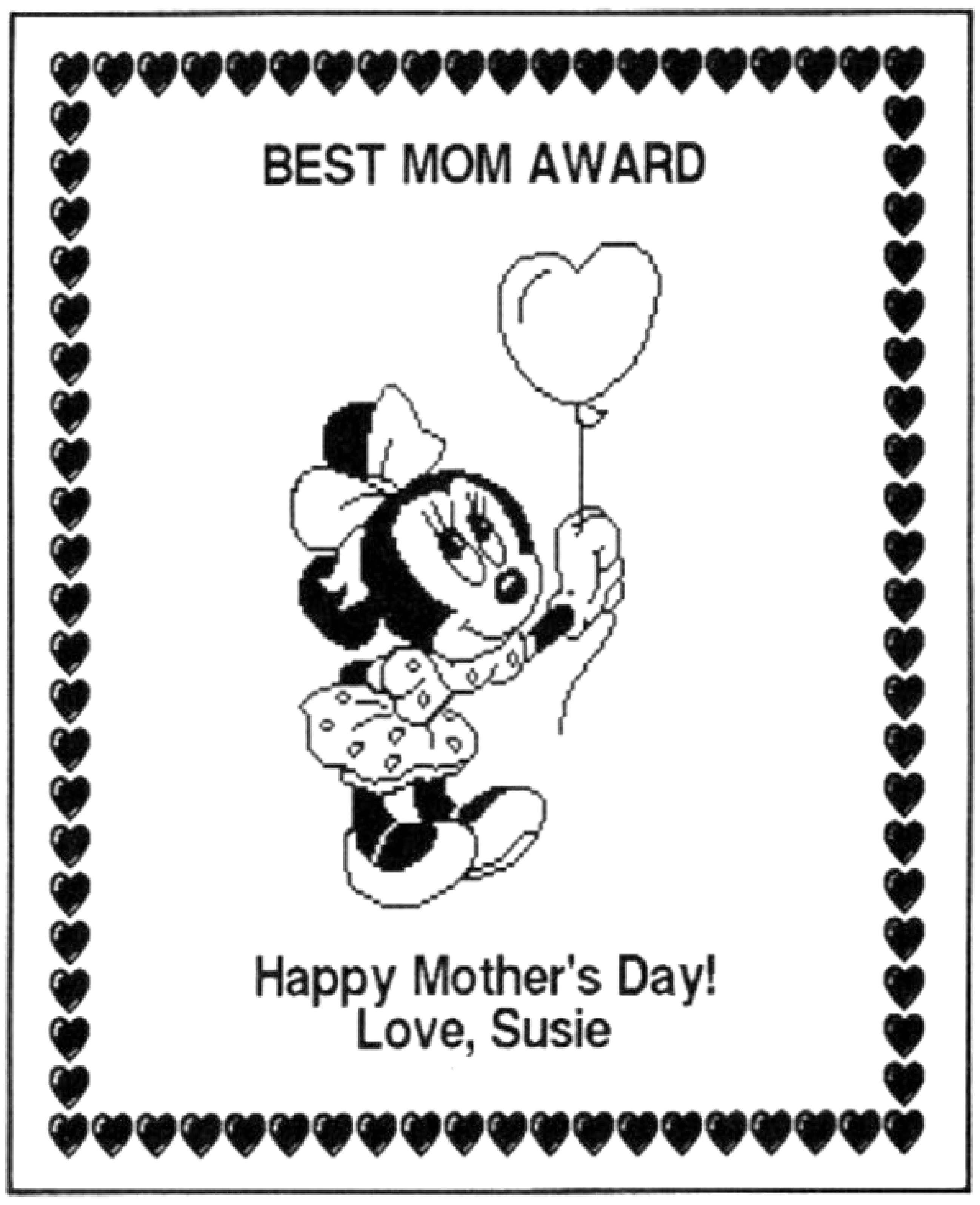
You can make a greeting card for every occasion under the sun: birthday, friendship, get well, congratulations, Father's Day, Mother's Day, Valentine Day, graduation, New Year, Halloween, Thanksgiving, wedding, Christmas...the list goes on and on.

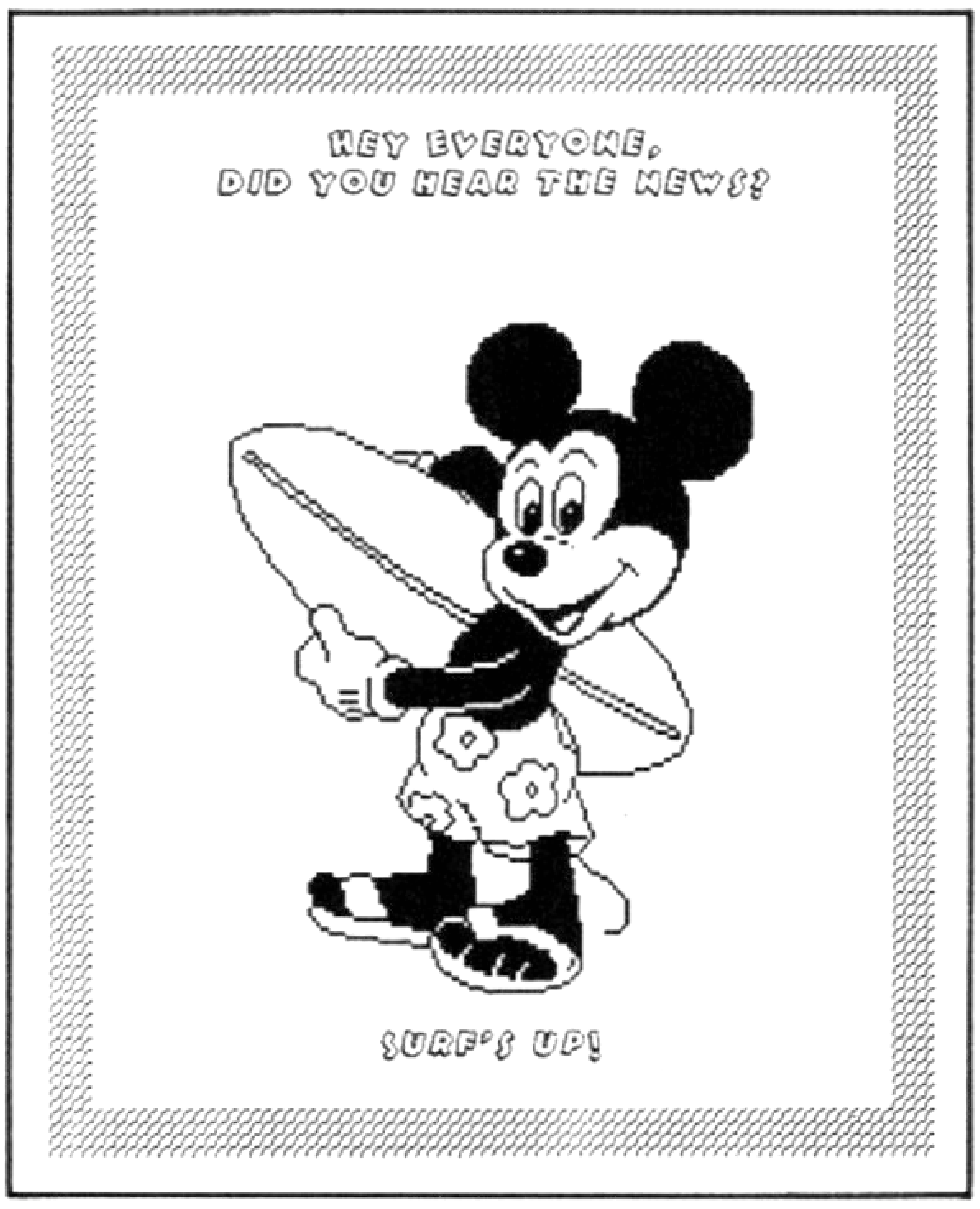
The greeting card consists of two parts: the front and the inside. After you pick the art for the front, select **Inside** to go to the options for the inside of the card. You can return to the menu for the front of the greeting card at any time by selecting **Front**. You can move between the front and the inside of the card as often as you like.

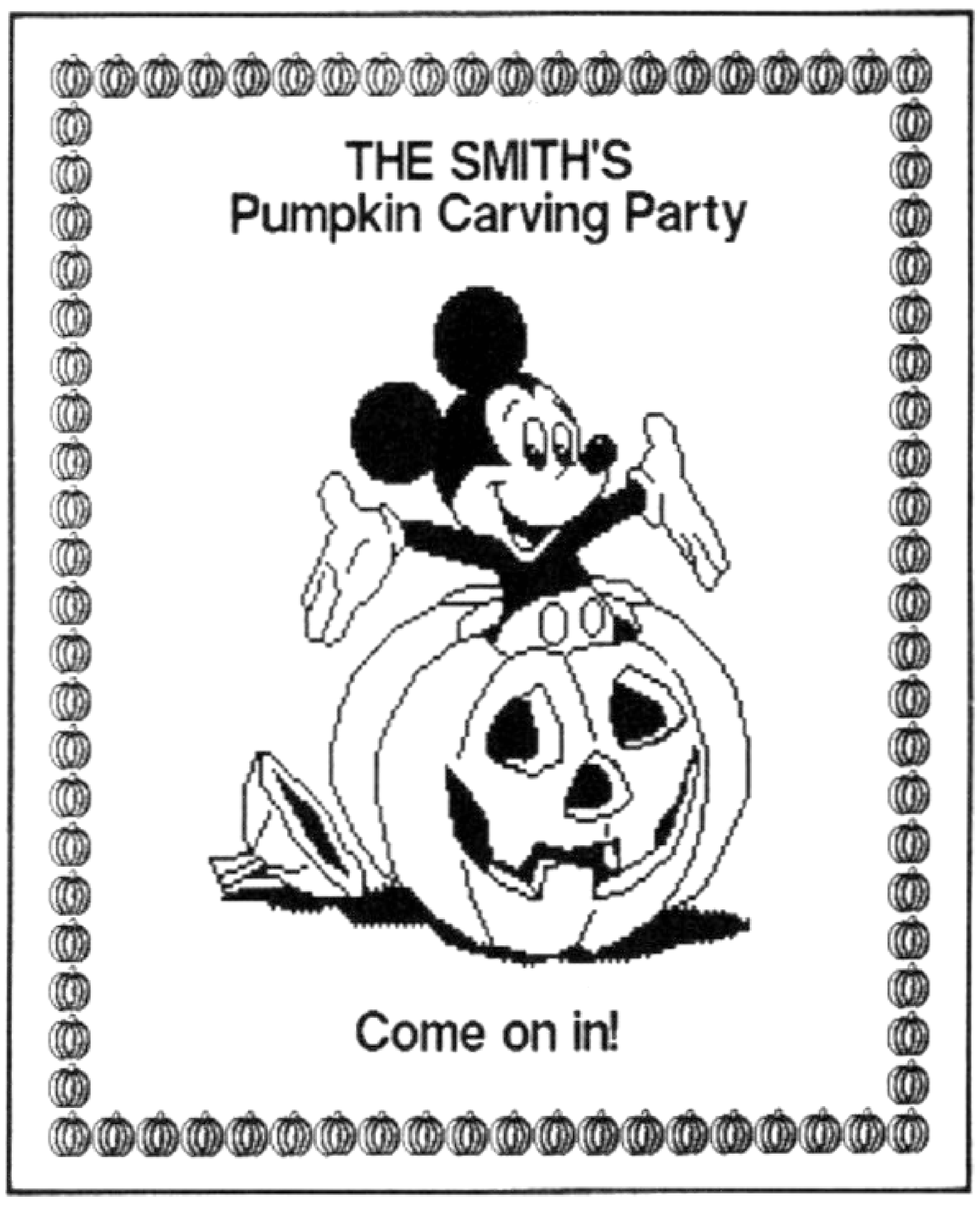
Cake
School
Cube
Notes
Pumpkin
Puppy
Circle
Heart
Balloon

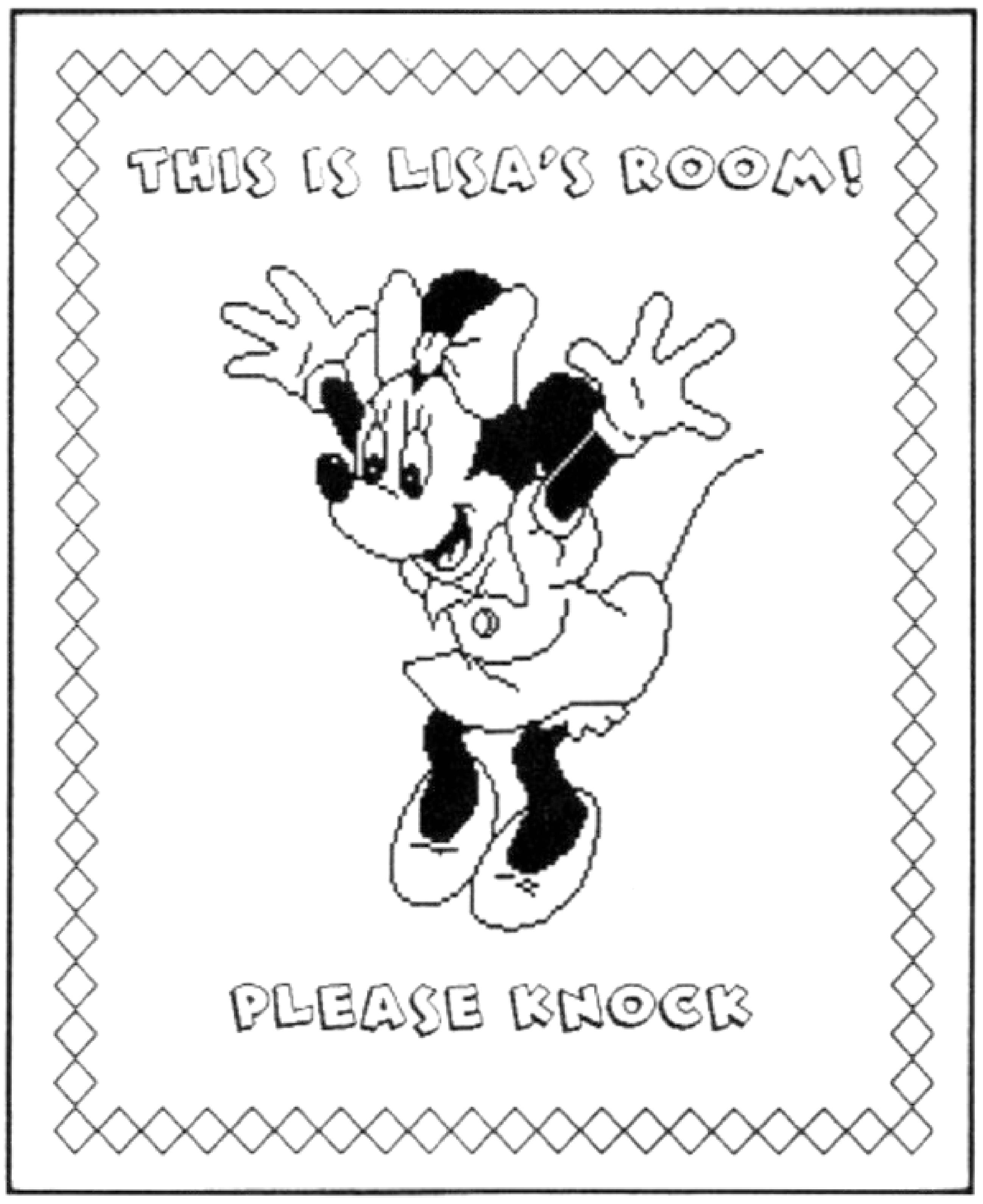
Posters

Posters make great decorations, whether you're having a party or not. If you're making a party poster, there are lots of Mickey and Minnie themes to help you set up the party scene. If you're making a sign for your personal use, you can add text to say what's on your mind. There's no end to the uses you'll find for posters once you start making them.


BEST MOM AWARD
Happy Mother's Day!
Love, Susie


HEY EVERYONE,
DID YOU HEAR THE NEWS?
SURF'S UP!

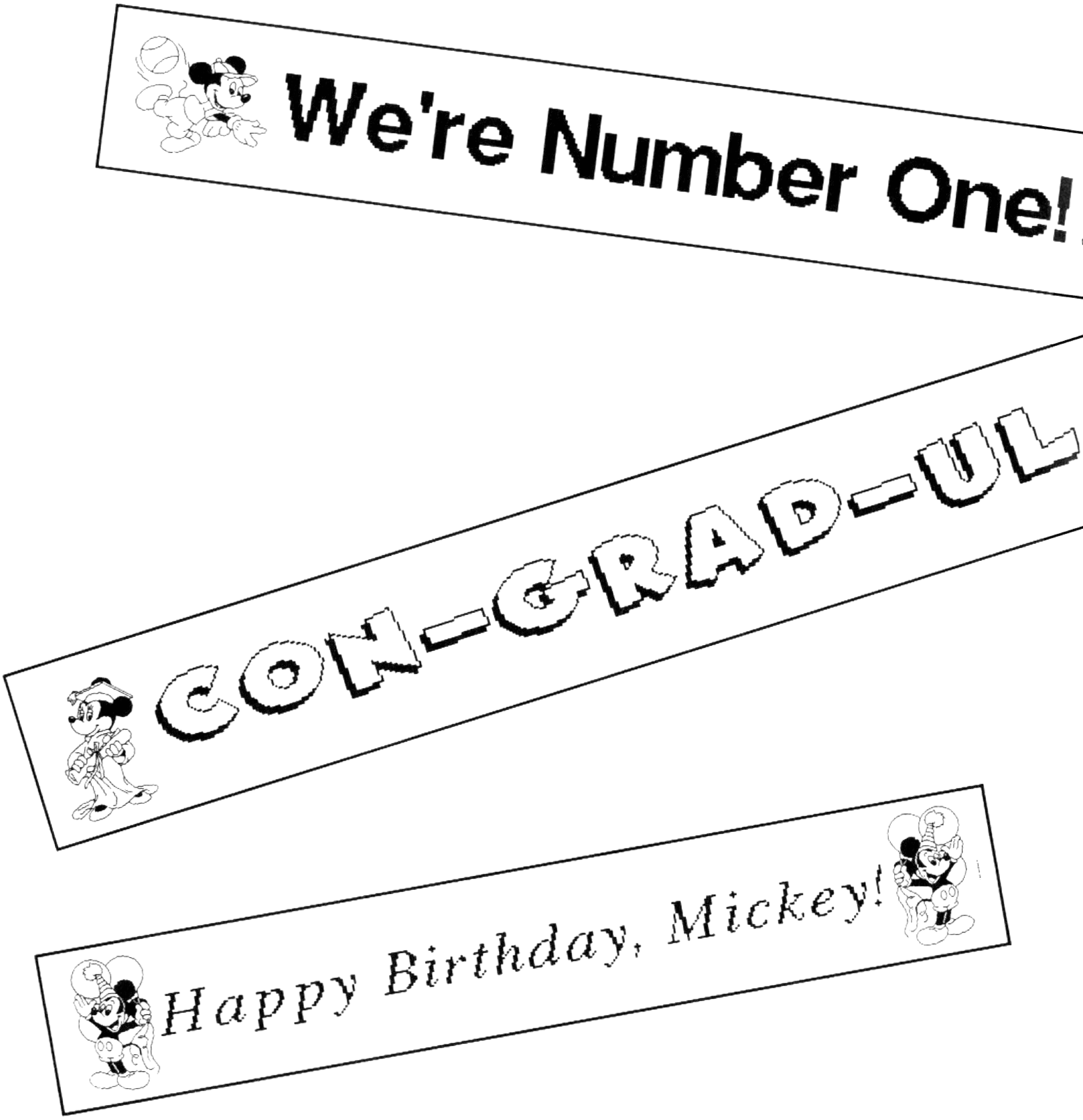

THE SMITH'S
Pumpkin Carving Party
Come on in!


THIS IS LISA'S ROOM!
PLEASE KNOCK

Ornament
Purple
Checker

Fireworks
Football
Star

Wave
Disk
Dots

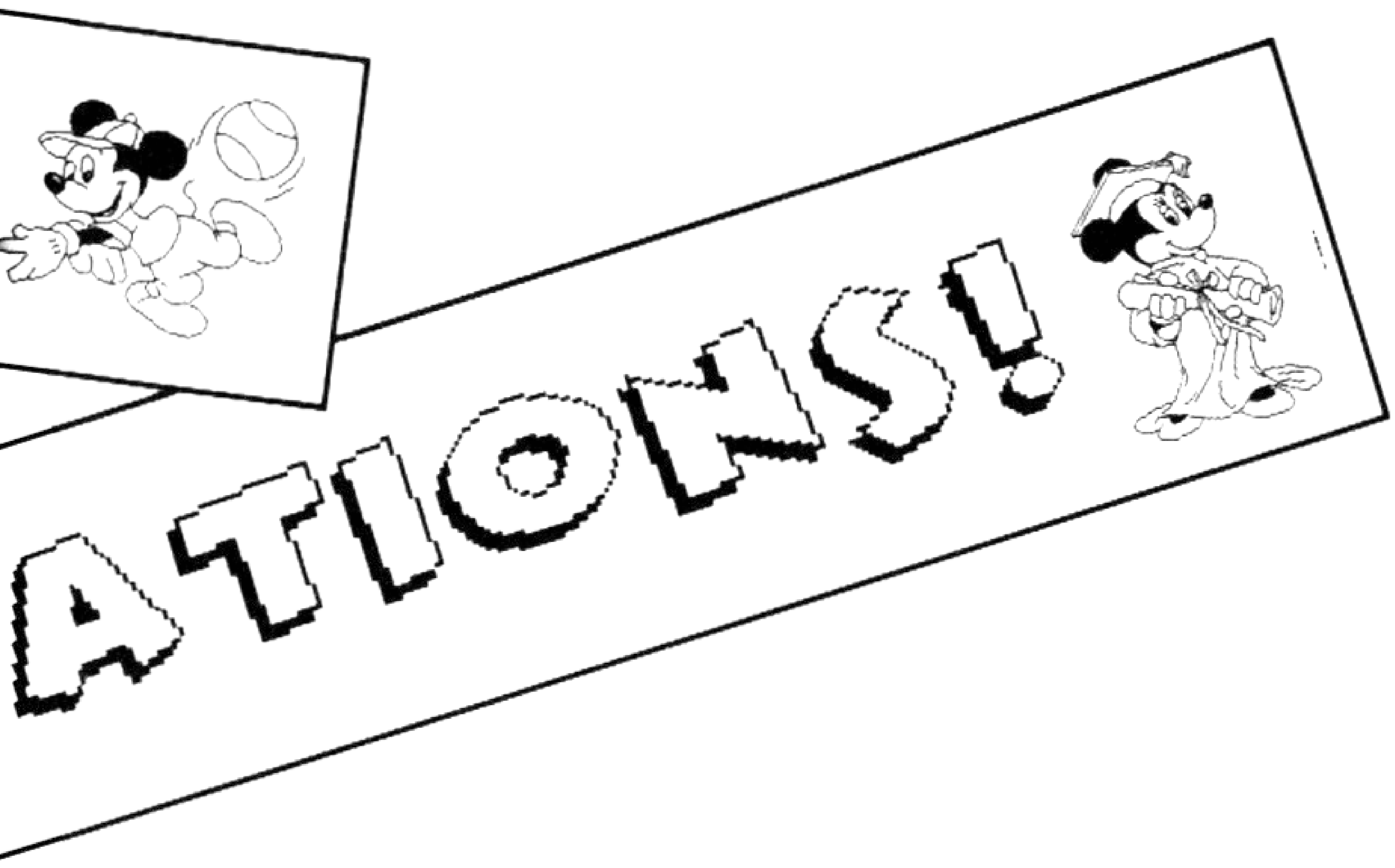

We're Number One!
CON-GRAD-UL
Happy Birthday, Mickey!

Banners

Banners stretch the fun out — you can make one that's as short as 2 pages or one that's over 30 pages! Banners print out sideways; the Preview screen will show you exactly how many pages the banner will print out on (select **More** to see the entire banner).

The graphic that you select is printed at the beginning and end of the banner, and the text that you enter appears in between. The length of the banner depends on how much text you type and which font you choose (the larger the font, the more space it takes up).

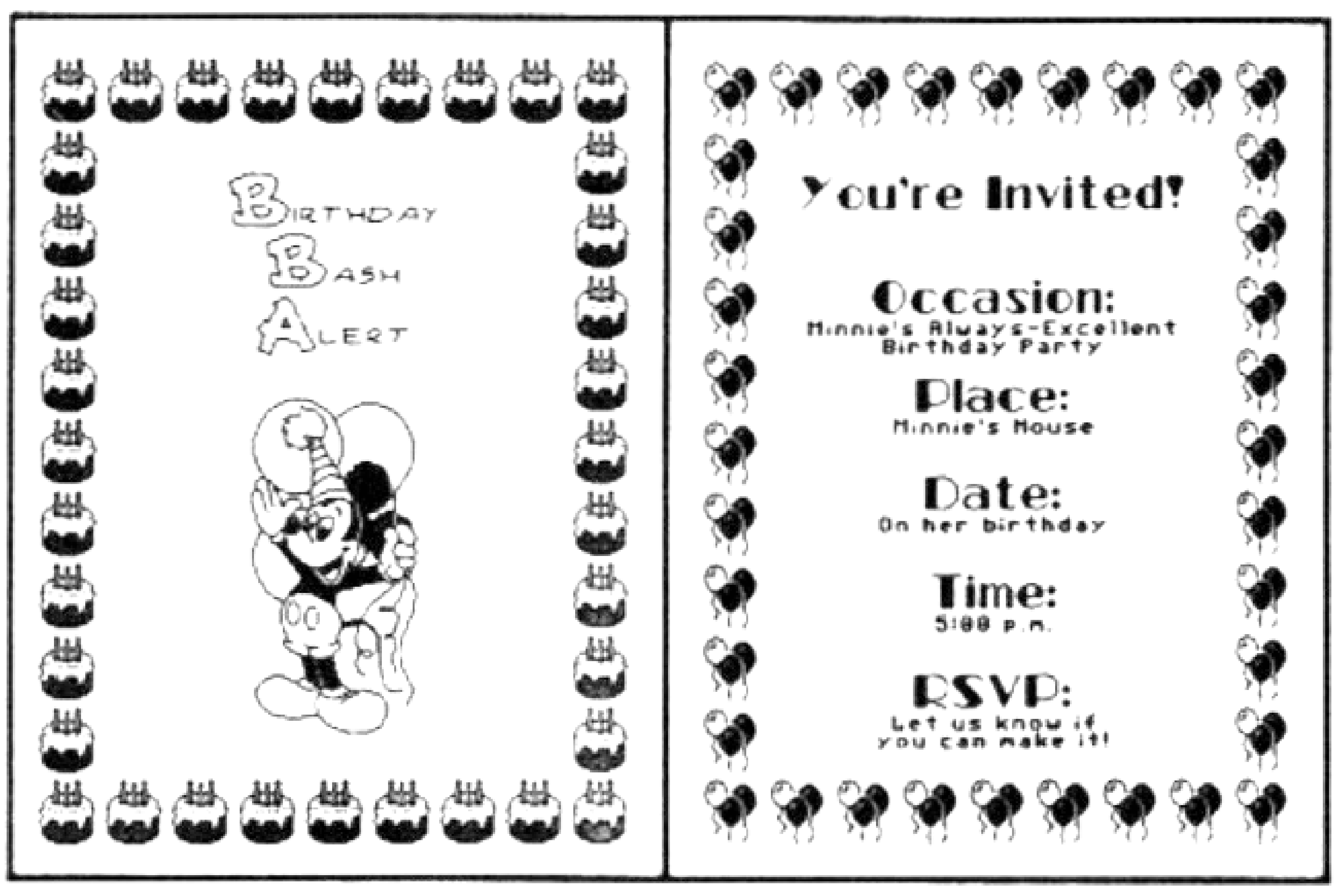
Pattern	Cat	Think
Skip	Green	Mickey
Pluto	Dog	Inside



Invitations

Okay, you're planning a party. What's the first thing to do? Decide what you're celebrating, figure out who you want to invite, and then send out invitations. We can't help you with the first two decisions, but we sure can help you create a great invitation!

A party invitation is made up of two parts: the party theme on the front and the party details on the inside. After you pick the art for the front, select **Invitation** so you can enter the party details on the inside. When you've entered the party details, select **Exit** to return to the menu for the front of the card.



Birthday
Bash
Alert

You're Invited!

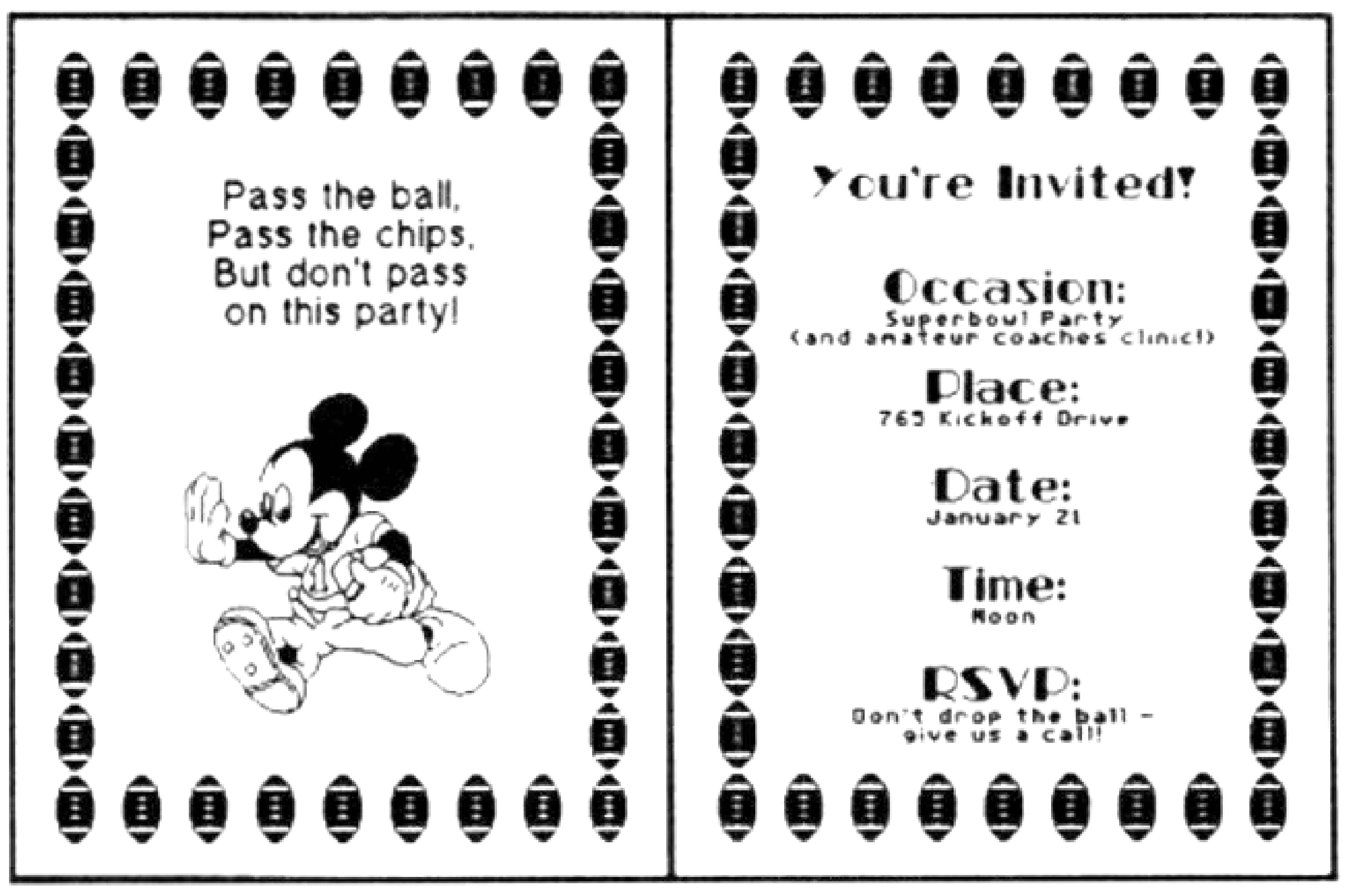
Occasion:
Minnie's Always-Excellent
Birthday Party

Place:
Minnie's House

Date:
On her birthday

Time:
5:00 p.m.

RSVP:
Let us know if
you can make it!



Pass the ball,
Pass the chips,
But don't pass
on this party!

You're Invited!

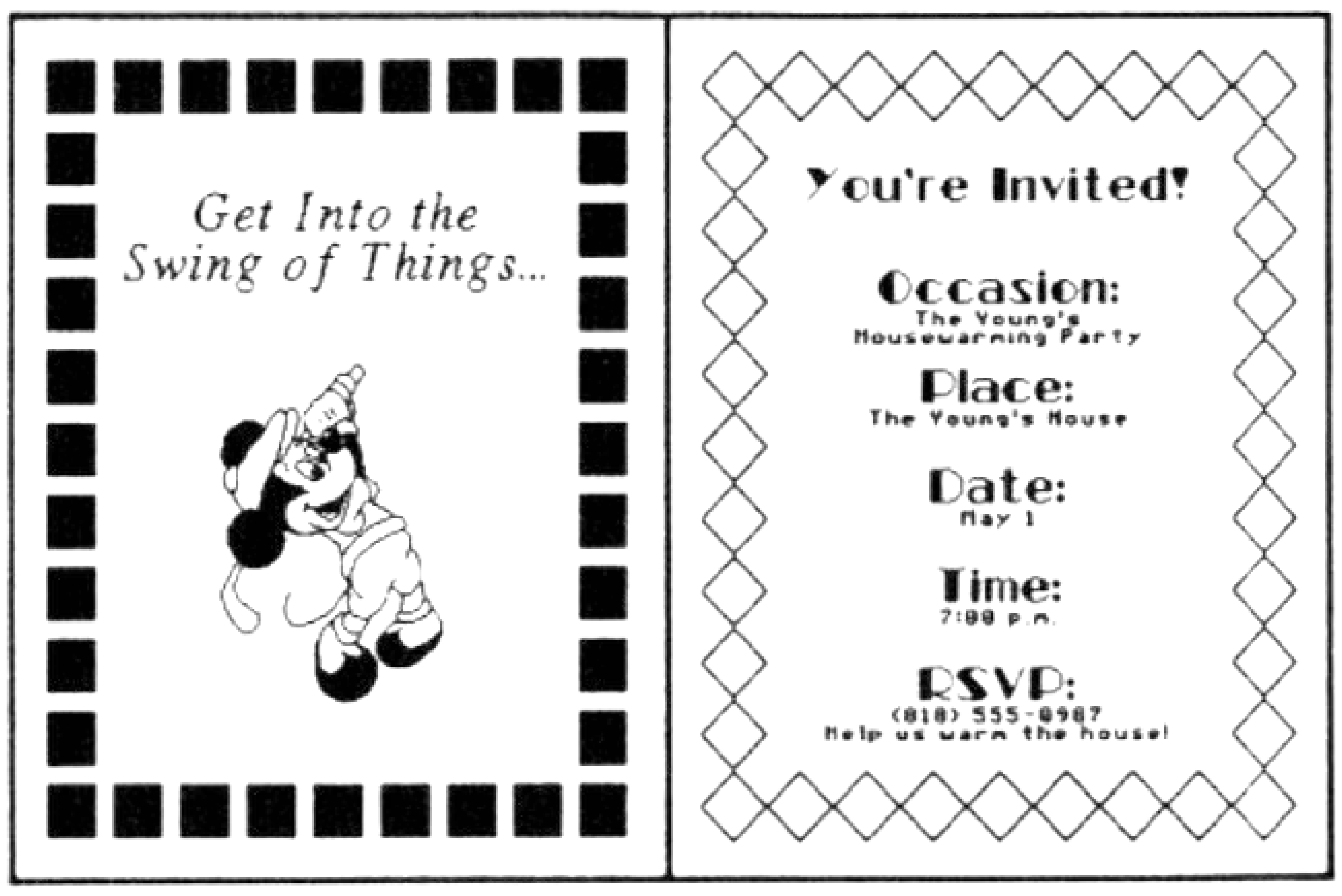
Occasion:
Superbowl Party
(and amateur coaches clinic!)

Place:
763 Kickoff Drive

Date:
January 21

Time:
Noon

RSVP:
Don't drop the ball –
give us a call!



Get Into the
Swing of Things...

You're Invited!

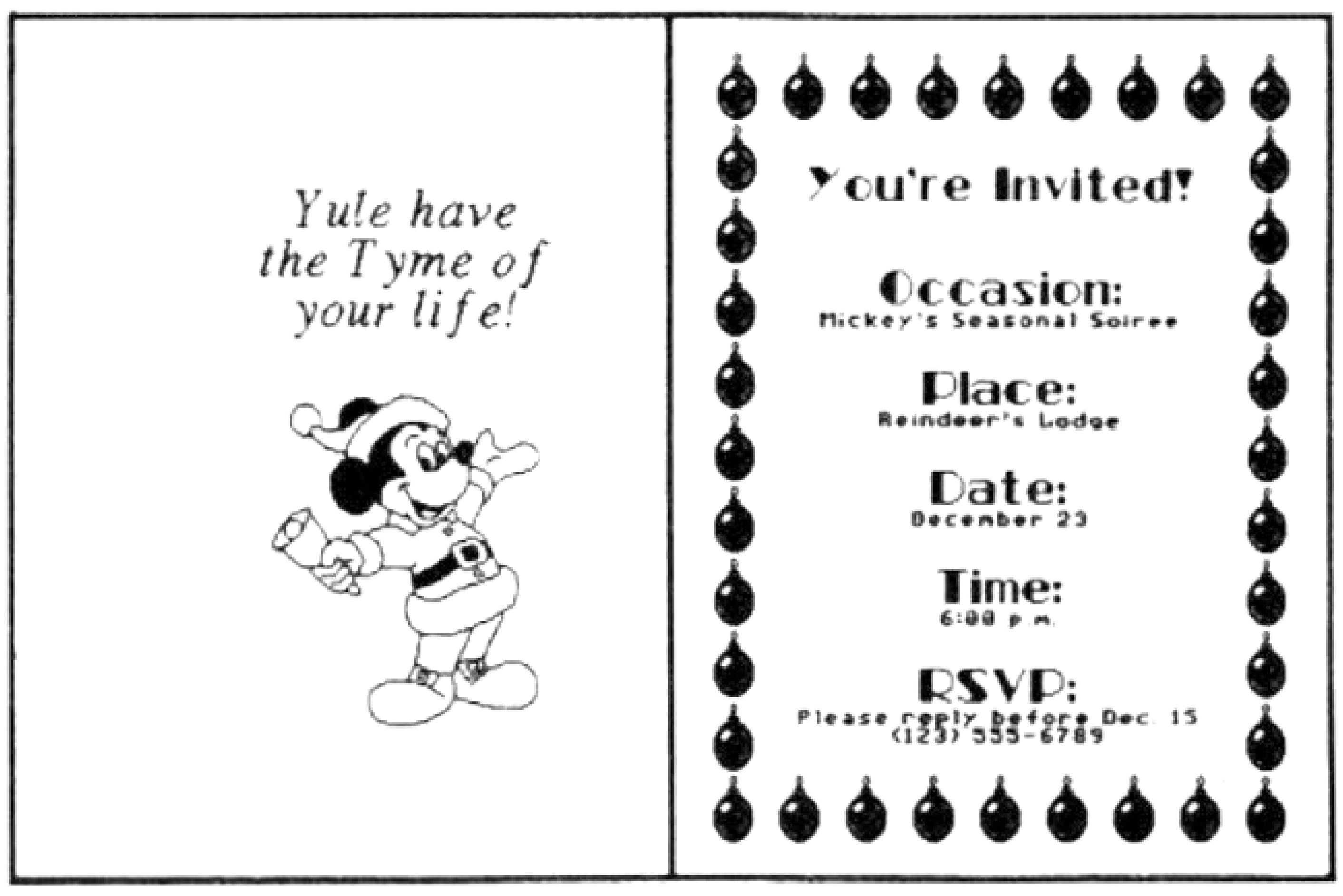
Occasion:
The Young's
Housewarming Party

Place:
The Young's House

Date:
May 1

Time:
7:00 p.m.

RSVP:
(818) 555-0987
Help us warm the house!



Yule have
the Tyme of
your life!

You're Invited!

Occasion:
Mickey's Seasonal Soiree

Place:
Reindeer's Lodge

Date:
December 23

Time:
6:00 p.m.

RSVP:
Please reply before Dec. 15
(123) 555-6789

Lucky
Hand
Quiz

Glad
Race
Small

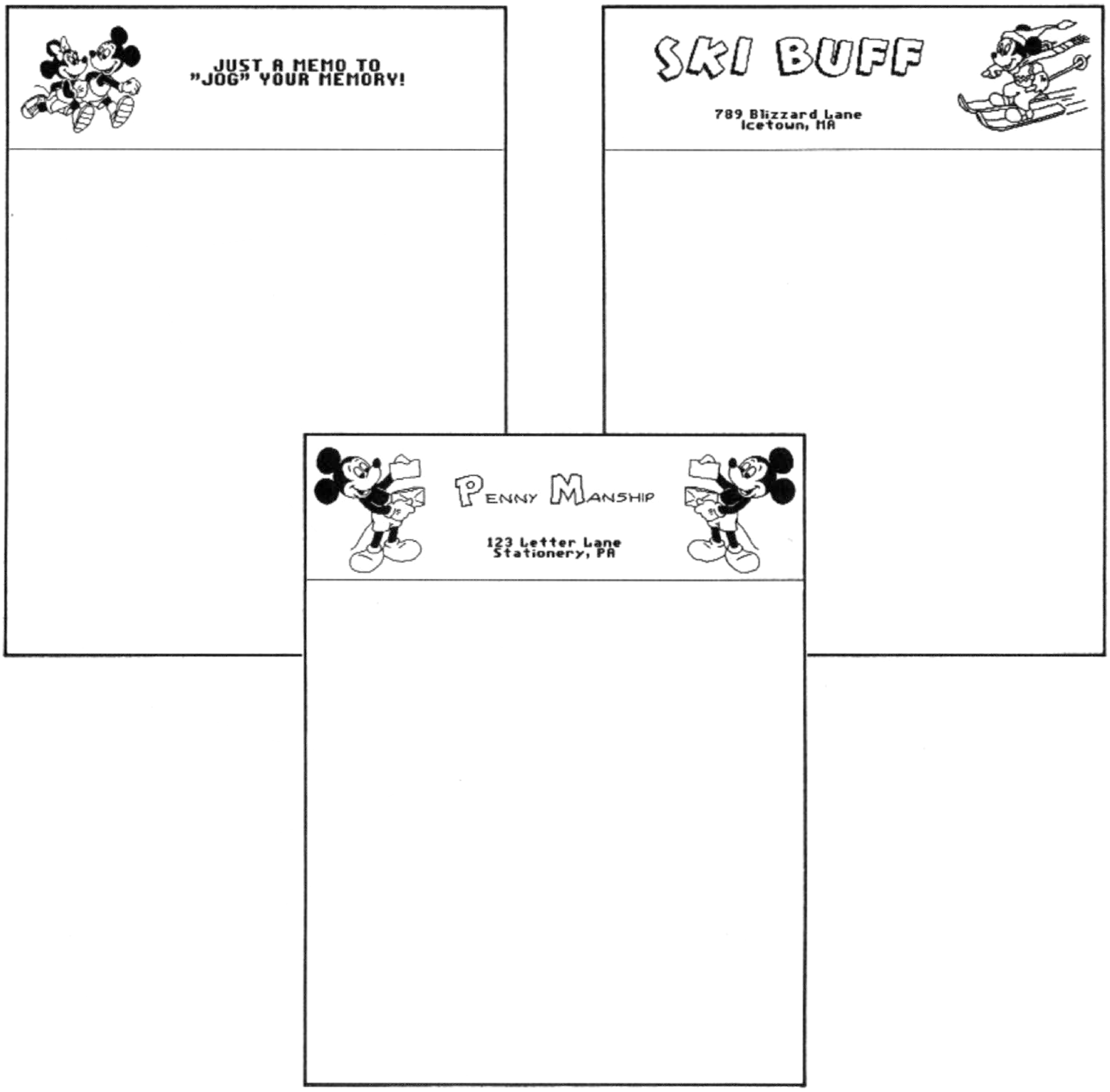
Joyous
Please
Fast

Letterheads

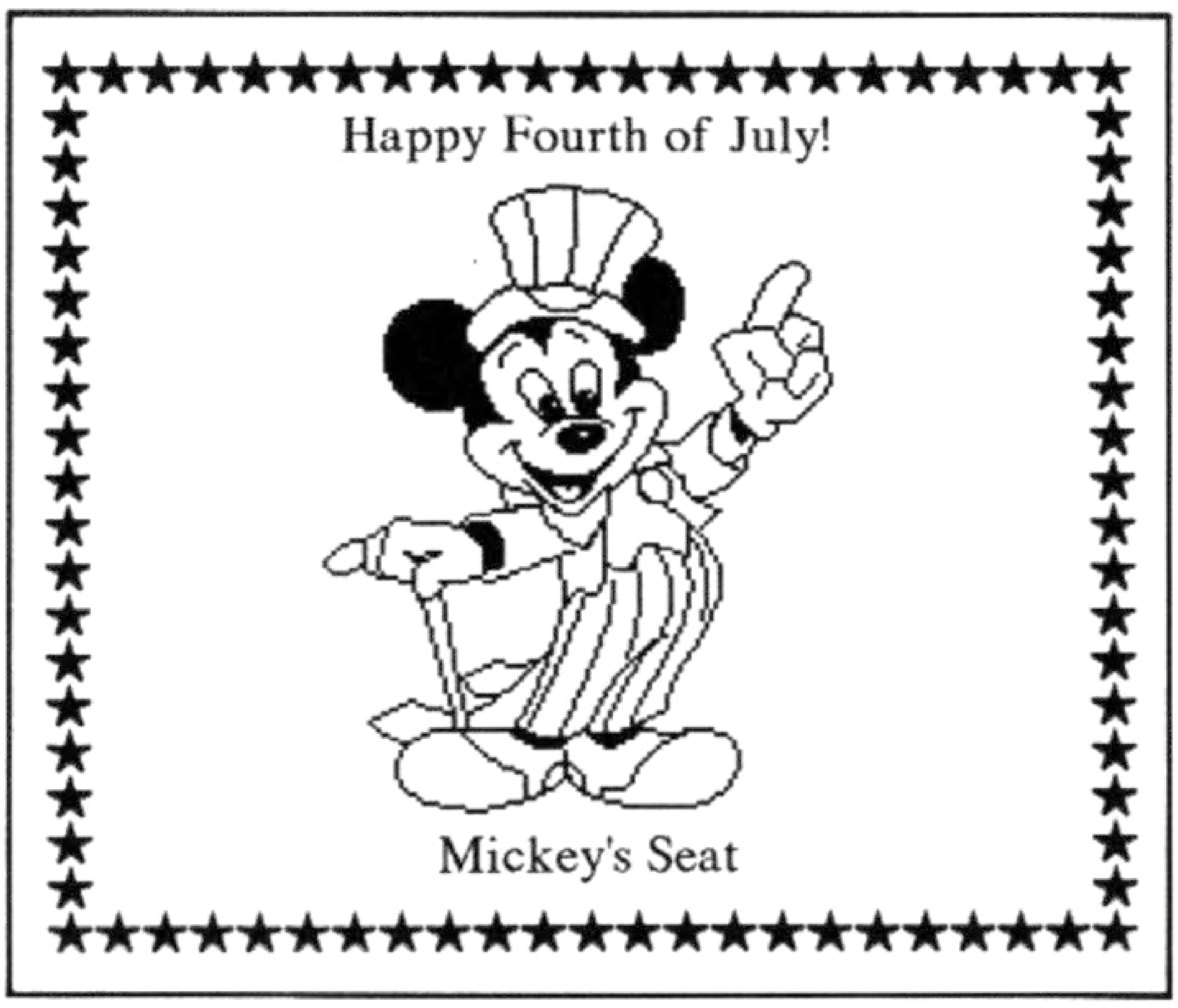
A letterhead is the design that's used on stationery. Some letterheads just have a person's name and address, while others have a combination of words and pictures.

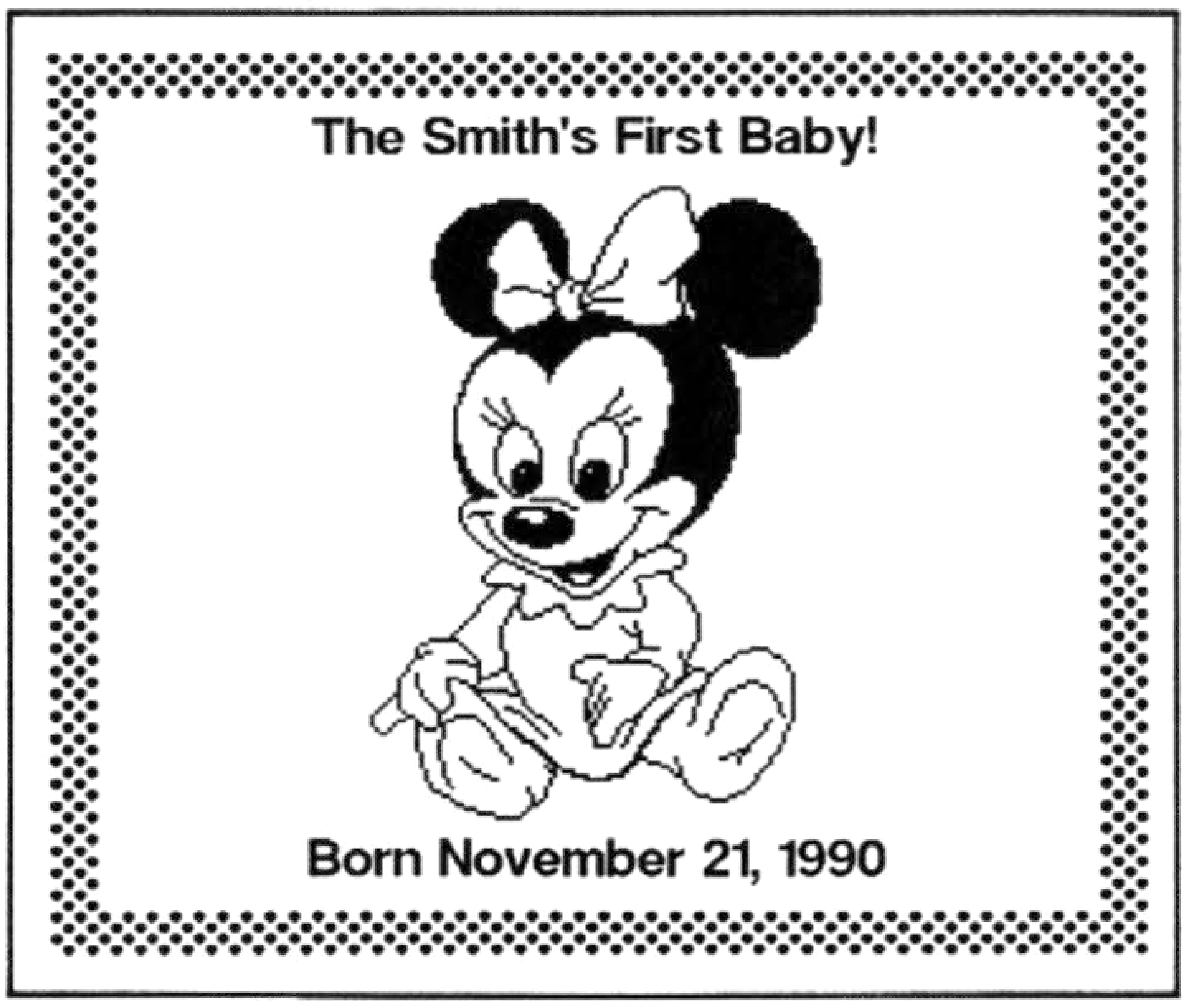
After you choose a graphic, a box appears next to **Graphics Layout**. This box shows you where the graphic is going to appear on the letterhead: on the right, the left, or both sides. Unless you change it, the graphic automatically appears on the left side. To change it, select **Graphics Layout** and then select **Left Side, Right Side** or **Both Sides**.

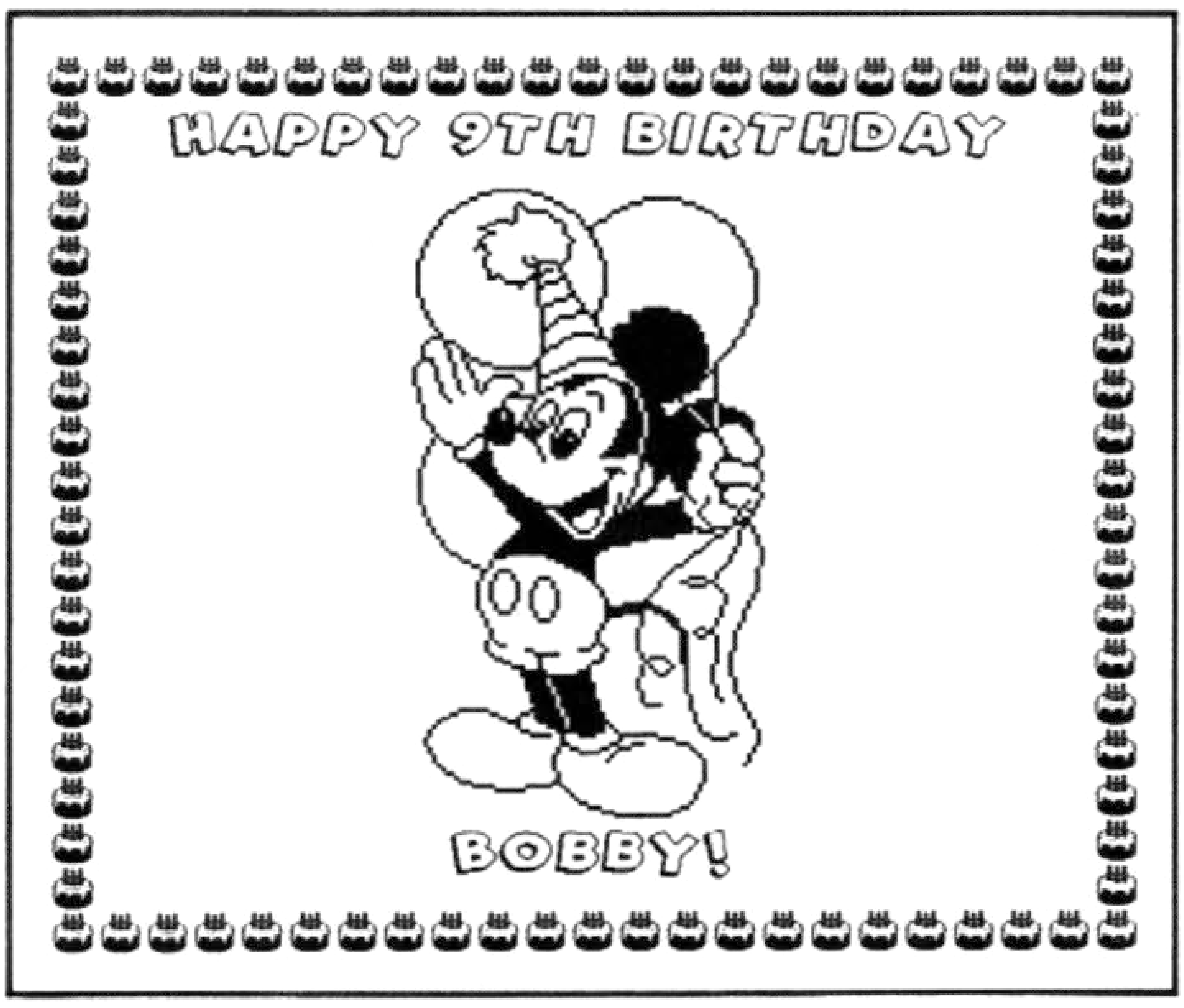
Here's an idea if you don't want to put your name and address on the stationery. You could leave **Enter Name** blank and just use **Enter Address** for a personalized message.


JUST A MEMO TO
"JOG" YOUR MEMORY!
SKI BUFF
789 Blizzard Lane
Icetown, MA
PENNY MANSHIP
123 Letter Lane
Stationery, PA

Car	Holiday	Thanks
Swing	Occasion	Drum
Smile	White	Dance


Happy Fourth of July!
Mickey's Seat


The Smith's First Baby!
Born November 21, 1990


HAPPY 9TH BIRTHDAY
BOBBY!

Place Mats

What's a party table setting without a place mat at each seat? Place mats are a great way to show off your party theme, and they're a breeze to make. You can print the same place mat design for everyone, or you can individualize each place mat with each guest's name. Place mats print out in landscape (sideways) mode.

School	Cartoon	Animate
Super	Computer	Square
Pink	Chase	Blue

- **PREVIEW OPTION**
  The **Preview** option is available for every project. Preview shows a rough layout of your project, with all the borders, graphics and text shown in their final positions. What you see on the screen is a reduced view, so any text shown won't be readable. You can also select the Preview option anytime you see the Preview box in the lower left corner of the screen; just press **Alt-V** to check out your work in progress.

  Color printer users: When you select **Preview**, you'll be asked to pick your favorite colors for the font, border, and background. Press the up or down arrows to highlight an item and then press **Enter** to toggle through the colors. Select **OK** when you're done. The main graphic is printed in default colors that you can't change.

- **FLIP OPTION**
  The Flip option lets you reverse the picture on the screen. Just press **Alt-F** to flip the picture.

- **FONT SIZES**
  Fonts come in different sizes. The total number of letters that you can enter depends on the size of the font you picked. If you type in a message using a certain font, and then later choose a different font that's larger, part of your message might disappear due to space limitations.

- **EDITING GRAPHICS, BORDERS, OR FONTS**
  When you decide to change a graphic, border, or font, just highlight the option (i.e., Choose Graphic, Choose Border, Choose Font) and press **Enter**. You're shown a preview of the item that you previously picked. The box in the bottom right corner says **New**; press **Enter** to tell the program you want a new item and you're returned to the list. Choose a new item and press **Enter** to preview it. If you like it, press **Enter** to select it. If you don't like it, use the up and down arrows to preview other items. Press **Enter** when you see one you like.

Let's Print Your Project

If you haven't properly set up your printer yet, you'll need to do that before you print. See *Let's Set Up Your Printer* for complete details.

Is this a project you want to keep on disk? If it is, you might want to save it before you print. This way, if anything happens during printing and you have to

Numbers	Telephone	Purse
Book	Cut	House
Paper	Tree	Sky

reboot your computer, your project will be saved. You'll find complete instructions on saving under *Let's Save and Load Your Project.*

IMPORTANT: If you want to save a design, you must do it before you return to the Main Menu.

1. Select **Print/Load/Save** from the options menu and then select **Print**.

2. (NOTE: This option is only available if you're using a color printer.) If you haven't already selected the colors for the project under the Preview option, you can do it now. Choose the colors for your font, border, and background by highlighting the item and then pressing **Enter** to toggle through the colors. When you're happy with your choices, select **OK**.

3. The next screen shows the printer and port you're set up to use. If it's incorrect, select **No** and the program returns to the project's Option Menu. Save your project, select **Exit** to return to the Main Menu, and then choose **Setup**. Follow the procedures listed in *Let's Set Up Your Printer* to correct your setup.

   Select the number of copies you want. The default number of copies is **1**. To change the quantity, highlight **Copies** and enter a number from 1 to 9 (you can also press **Enter** to change the number).

   To start printing, highlight **Yes** and press **Enter**. If you decide not to print at this time, just highlight **No** and press **Enter**.

Notes on Printing

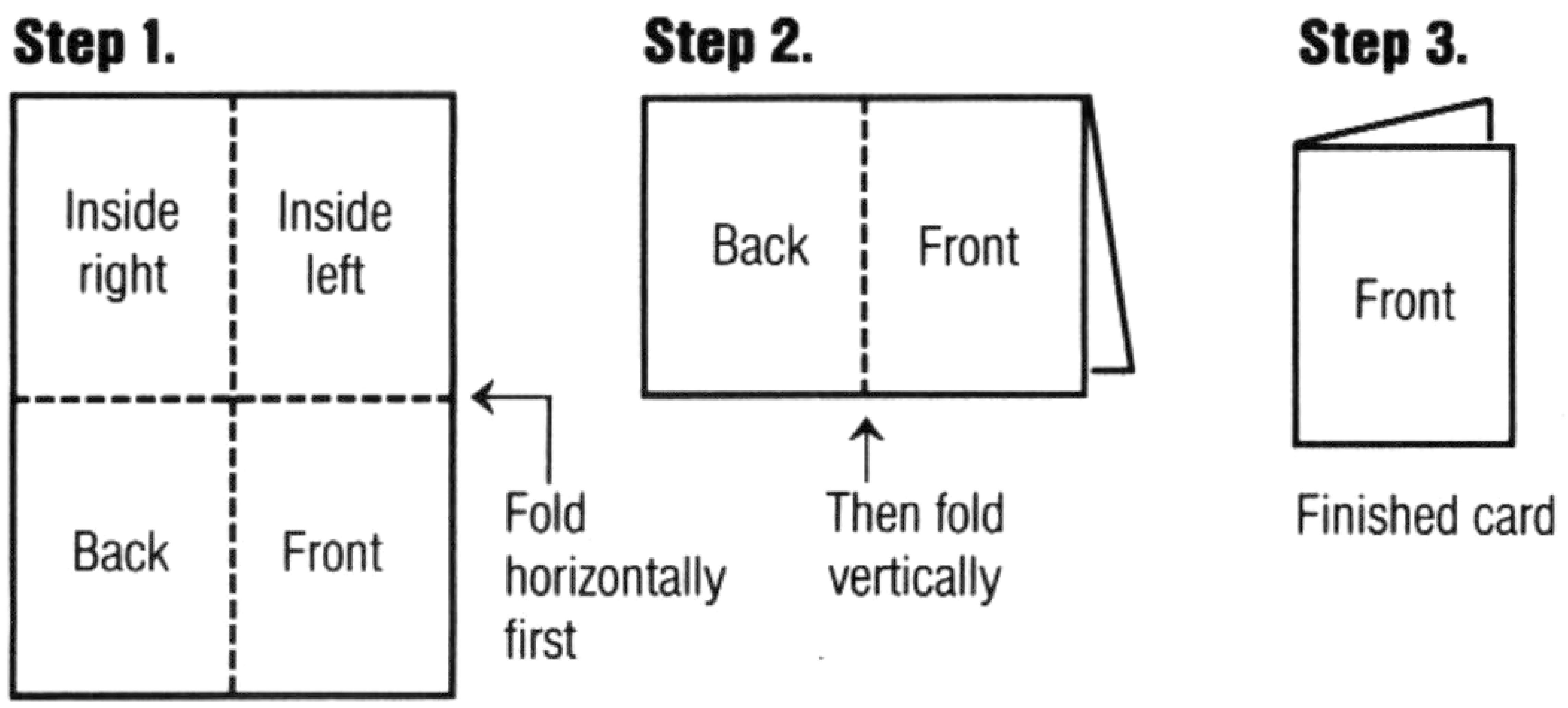
- If something's wrong with the printer or the setup, an error message appears. Press any key to stop printing. If nothing seems to be happening and you can't stop the printing, try taking the printer off line and then putting it back on line. You can also try turning the printer off and then back on. If this doesn't work, you'll have to reboot the computer (you can reboot the computer by pressing the **Ctrl-Alt-Del** keys simulataneously) and restart the program.

  ☛ If you have problems with printing, see *Appendix A: Troubleshooting Guide.*

- Most banners will be longer than one page. If you're using single sheets of paper (as opposed to continuous computer paper), the printer will go Off Line between each sheet. Insert a new sheet of paper and press On Line to continue. The program pauses for you between each sheet; you DO NOT need to press any key on the keyboard to resume printing.

Choose	Border	Climb
Blue	Trophy	Bell
Ring	Hill	Drive

- After you print an invitation or greeting card, fold it into quarters as follows:


Step 1.
Inside right
Inside left
Back
Front
Fold horizontally first
Step 2.
Back
Front
Then fold vertically
Step 3.
Front
Finished card

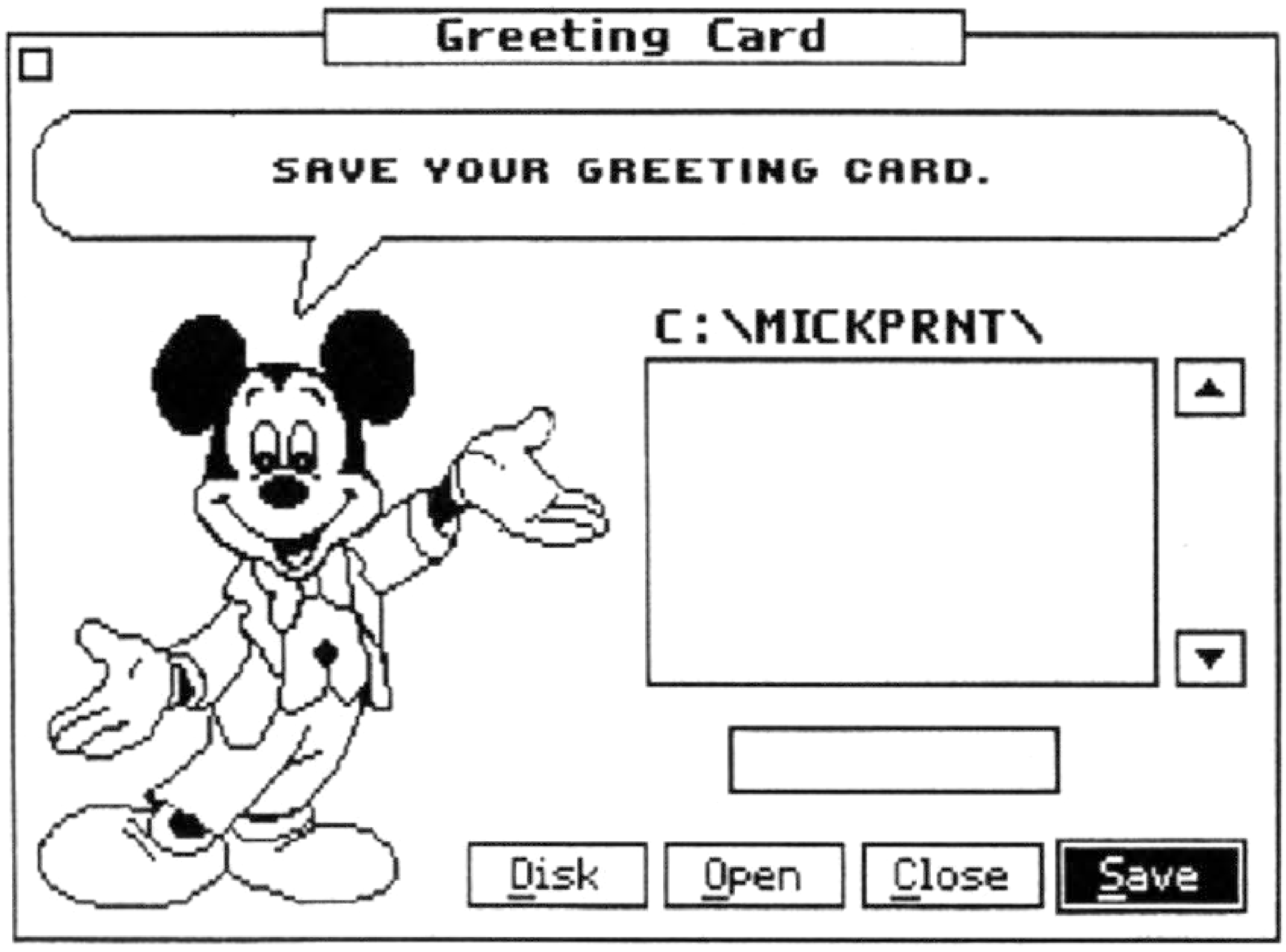
Let's Save and Load Your Project

Saving

IMPORTANT: If you want to save a design, you must do it before you return to the Main Menu.

Did you design something you know you'll want to use again and again? Then let's save it. Here's how you do it:

1. Select **Print/Load/Save** from the options menu and then select **Save**.
2. You'll see a Directory screen that looks like this:


Greeting Card

SAVE YOUR GREETING CARD.

C:\MICKPRNT\

Disk
Open
Close
Save

The Save command at the bottom is highlighted. All you need to do is type in a name (maximum of 8 characters) for your project and press **Enter** to save it. You'll return to the previous menu after it's saved. If you're entering a name for something that already exists, you're asked if it's ok to replace the existing file. Select **Yes** if it's ok or **No** to return to the save screen; you can then press **Backspace** to erase the current name and enter a new one.

- Floppy disk users: Although you can save and load on the program disk, there's only a limited amount of space available on this disk. If you plan to store a lot of projects, we suggest you use a separate disk. We recommend you use a disk that was formatted in the disk drive and with the version of DOS that you're currently using. This reduces the chances of the program having problems with the floppy disk.

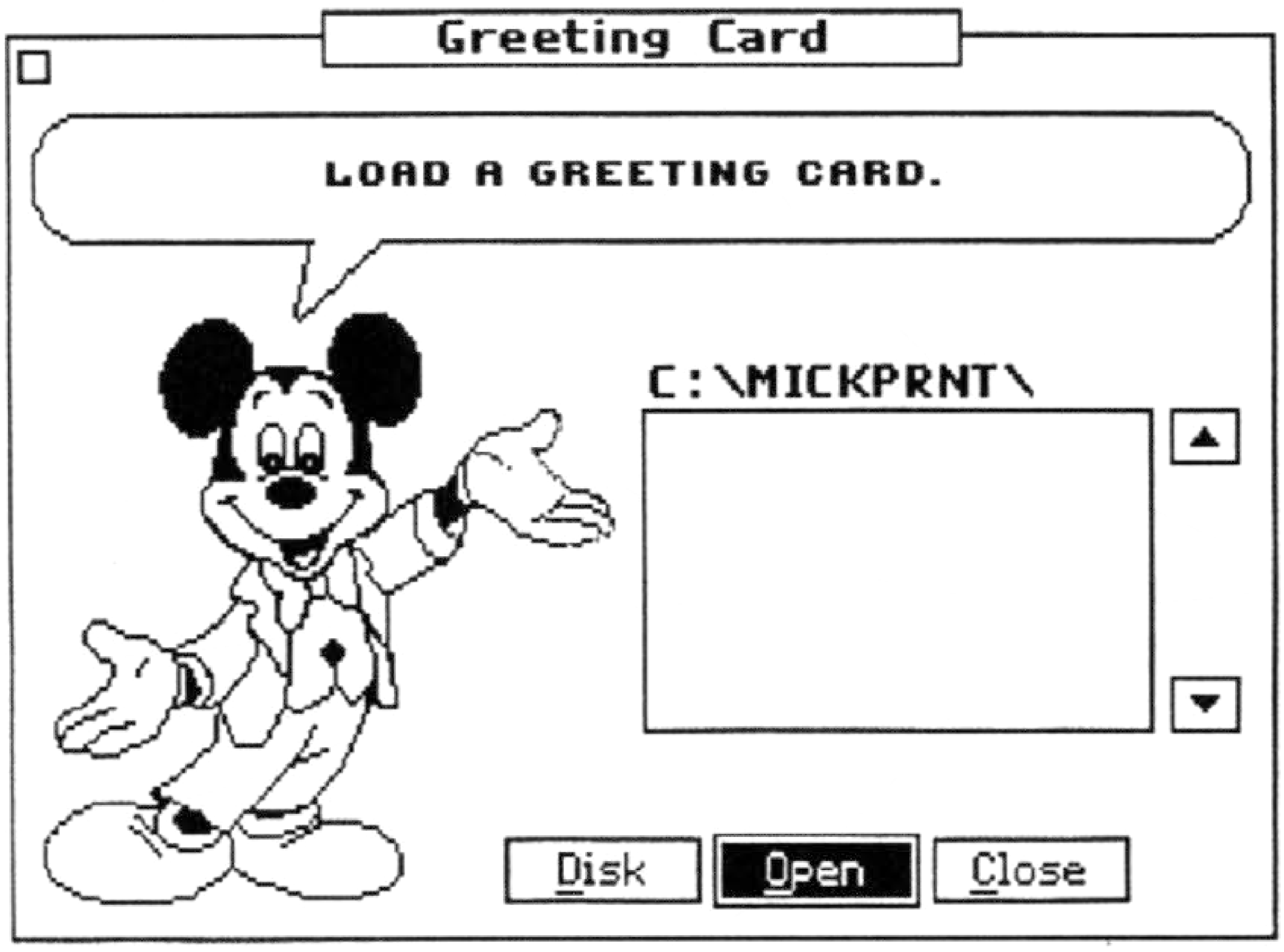
Loading

You can load any of the projects that you've saved.

1. First you need to select the project type from the Main Menu. For instance, if you want to load a saved greeting card, you'd select **Greeting Card** from the Main Menu.

2. Now you're at the project's Option menu. Select **Print/Load/Save** from the Options menu and then select **Load**.

3. This Directory screen looks like this:



LOAD A GREETING CARD.

C:\MICKPRNT\

The **Open** command at the bottom of the screen is highlighted. All you need to do is highlight the file you want to open and then press **Enter**. You'll return to the Options menu. Now you can edit your project or print it.

Deleting Files

- If you want to delete a saved case, you'll need to do it through DOS using a delete command. For hard drive users, all projects are saved in the MICKPRNT subdirectory (unless you created a different subdirectory to put your program in). In most versions of DOS, you can type `DEL [filename ] [.extension]`. These are the extensions for each type of project:

File Type	**Extension**
Banner	!BA
Greeting card	!CA
Invitation	!IN
Letterhead	!LE
Place mat	!PL
Poster	!PO

Let's say you saved an invitation under the filename PARTY. To delete that file, type `DEL PARTY.!IN` (you must put a period between the filename and extension). If you're using a hard drive, you must be in the MICKPRNT subdirectory when you use the delete command. If you need further help with deleting files, please consult your DOS manual.

Changing Disks and Directories

What do the other options at the bottom of the Directory screen do? They let you select other disks and directories.

For hard drive users, when you use the **Save** or **Load** command, the program automatically goes to the MICKPRNT subdirectory — that's the one we had you create to put the program in. For floppy drive users, the program automatically saves to the disk in the drive that you're using.

Why would you ever want to change disks or directories? Lots of reasons. For example, maybe you're a hard drive user and you want to create a special subdirectory called MYSTUFF to save your projects in. Or maybe you're using two floppy disk drives and you want to save and load your files from drive B.

To help make identification easy, directories have a 📁 folder icon next to them. Let's check out all the options:

DISK: Disk lets you save or load your project using another disk drive, from drives A through E. For example, maybe you're using C, which is your hard drive, but you want to save this project onto a floppy disk in drive A. To do this, you'd select **Save**, select **Disk**, choose **A:**, and then enter a name for your file. Here's another example: You're using the program in drive A and you want to load your project from a disk in drive B. To do this, you'd select **Load**, select **Disk**, choose **B:**, and select the file.

OPEN: This command opens a file or a directory.

- To load a file, highlight the file and select **Open**. See *Loading* above for complete details.

- Opening directories is easy. Let's say you have a directory called MICKEY and inside that you have a subdirectory called MYSTUFF (a subdirectory is just a directory inside of another directory). To see the contents in the MYSTUFF subdirectory, first you would highlight MICKEY and select **Open**. Now you would see the MYSTUFF subdirectory. (If you had more than one subdirectory in MICKEY, you'd see those listed too.) Next, highlight MYSTUFF and select **Open** again to see the contents of MYSTUFF.

To learn more about directories, please consult your DOS manual.

Staple	Preview	Inside
Brown	Message	Direction
Field	Basketball	Desert

CLOSE: This command closes a subdirectory. Let's use the subdirectories in the example above. Let's say you got all the way into the MYSTUFF subdirectory using the Open command; then you decide you don't want to be in this subdirectory. How do you get out? By using the Close command. Click on **Close** to close this subdirectory and "back out" to the main subdirectory. If you click on **Close** again, you'll back out to your Drive Selection list. Notice that when you're at the Drive Selection list, the Close option is no longer available; that's because you can't back out any farther.

SAVE: This saves your file in the current subdirectory. See *Saving* above for complete details.

Ready to Quit?

To leave Mickey and Minnie's Fun Time Print Kit and return to DOS, select **Quit** from the Main Menu.

If you're in the middle of a project and you want to quit, press **Esc** until you get to the Options menu. Select **Exit** to return to the Main Menu and then select **Quit** to return to DOS.

APPENDIX A: TROUBLESHOOTING GUIDE

Problem: The program doesn't load properly.

- Do you have the correct equipment and memory as listed under Hardware Required?
- Did you check that your disk isn't write-protected?
- Did you follow the loading instructions correctly? If you're selecting a new graphics mode or mouse option, did you use the **Mickey ?** command to load the program?
- Did you insert the disk correctly into the drive?
- Do you have any unusual peripherals hooked up to your computer? Try unhooking any unnecessary peripherals, rebooting the computer, and reloading the program.
- Do you have Terminate and Stay Resident (TSR) programs in RAM? These programs are automatically loaded by your computer when you boot your machine (for example, many utility programs are loaded as TSRs). Try removing these TSRs before loading the program.

Swan Prey Ears	Belt Bright Turn	Tennis Frame Left

Problem: You tell the program to print, but nothing happens.

- Is your printer plugged in, turned on, and "on line"?
- Are all your cables snugly connected and not pinched or twisted?
- Is your paper properly loaded?
- Are the printer's dip switches set properly? (Check your printer manual for information on setting dip switches.)
- Did you select the correct printer from the Printer Setup menu? If you're unsure on which one to use, check the printer manual or select different printers from the list.
- Did you wait long enough? Your printer may take a while to unload the information. Try giving the printer at least five minutes.

Problem: The printout is blurred or has other problems.

- Is the paper properly lined up in the printer?
- Are you using the proper paper type for the printer you use? Some printers require thermal paper.
- Is the printer head in good condition? If it's old and worn out, you should replace it.
- Is the ribbon properly installed and in good condition? If the ribbon is old or worn out, you should replace it.
- Have you checked all the printer and interface issues listed above?
- If you have a color printer and are using one of the color printer drivers, did you select the proper ribbon type (three or four color)?
- If the printer repeatedly goes over the same line, did you check your feed selection?
- If you're using a serial printer, are all the settings (baud rate, stop bit, etc.) correct and coordinated with the program?
- Is the printhead properly adjusted for your paper thickness?

Problem: You've tried all the suggestions above, but still have a problem.

If you've tried all our troubleshooting suggestions but still can't solve the problem, you can call us, write us, check our Bulletin Board System, or fax us. See the *Disney Software Customer Support* section at the very end of this manual for details.

APPENDIX B: PRINTERS SUPPORTED

Mickey and Minnie's Fun Time Print Kit has been tested on these printers:

* Apple Imagewriter I
* Apple Imagewriter II (Color)
** Brother M-1809
Citizen 120-D
Epson FX 1050
Epson FX 80

Epson JX 80 (Color)
Epson LQ 510
Epson LX 810
Epson MX 80
** HP Laserjet Series II and III
IBM Proprinter 4201
NEC Pinwriter 2200XE
Okidata Microline 192+
Okidata Microline 193+
Okidata Microline 320
Okimate 20 (Color and B&W)
Panasonic KX-P1124
Panasonic KX-P1180
Panasonic KX-P1191
Star NX-1000 Multifont

* Tested for serial printing only
** Tested for parallel and serial printing

APPENDIX C: SERIAL PRINTERS

1. If you're already using a serial printer, your printer will probably work with Mickey and Minnie's Fun Time Print Kit without any special changes. Let's find out if it does. Load the program and follow the information outlined in *Let's Set Up Your Printer*. Then make something and try printing it out. If your printouts are okay, then your computer is set to go — you can skip the rest of this appendix. If your printouts don't look right, you'll need to follow the rest of this appendix.

2. Get the manuals for your computer, your printer, and your current version of DOS.

3. Look in your computer manual for the section on serial ports. Find out which port the computer uses for a serial printer. The serial port is designated by the word **COM** and a number (for example, COM1, COM2, COM3, COM4, etc.).

4. Look in your printer manual for the section on specifications. Find the specific settings for baud rate, parity, data bits and stop bits. In Mickey and Minnie's FunTime Print Kit, the program can handle these settings:

Baud Rate	**Parity**	**Data Bits**	**Stop Bits**
9600	None	7	1
4800	Odd	8	2
2400	Even		
1200			
300			

These settings are automatically determined by the Mode command, which is covered in detail in the next step.

5. Look in your DOS manual for details on the Mode command. You'll use the Mode command to tell your computer exactly how it's going to send information to the printer. To use the Mode command, you must be in DOS; if you're a hard disk user, you must also be in the DOS subdirectory.

   What does a Mode command line look like? Let's use the Brother M1809 printer as an example. Its Mode command line would probably look like this (NOTE: DOS Mode commands may vary from version to version):

   MODE COM1:96,N,8,1,P

   In the above example, **COM1** represents the computer's serial port, **96** represents the baud rate of 9600 (in most cases, the baud rate is abbreviated to the first two digits), **N** represents the parity of none, **8** represents the data bits, **1** represents the stop bits, and **P** causes part of the Mode command to remain in resident memory.

   Enter a Mode command line on your computer using the settings that are appropriate for your computer and printer (steps 3 and 4 cover these settings).

   Once you turn off or reboot your computer, the DOS Mode command is wiped from memory; you'll need to type the command each time you turn on your computer. If you want to make the command a permanent part of your startup sequence when you turn on your computer, you'll need to put the command in an AUTOEXEC.BAT file. The AUTOEXEC.BAT is a file that the computer looks at immediately after you turn on your computer. It contains special instructions for your computer to execute before it does anything else. Please consult your DOS manual for details on how to create or modify this file.

6. You must make sure that the printer is set to receive the information the same way the computer is sending it; otherwise your printouts will be garbled — if you get a printout at all. Please see your printer's user manual for details on how to enter the settings for your baud rate, parity, data bits, and stop bits.

   Most printers have a system that determines exactly what information it will accept. One way of "configuring" your printer is through dipswitches, which are actual switches inside the printer that you can set in on or off positions. Another way to configure your printer is to press the keys (On line key, Set key, Menu key, etc.) on the printer in a certain sequence to enter the information.

DISNEY SOFTWARE CUSTOMER SUPPORT

Got a problem that you can't solve? Need a hint on a game? Want to learn about future software releases? Then contact our Customer Support staff. There are four ways to contact us: calling, writing, getting onto our Bulletin Board System, or faxing.

Calling

You can call Disney Software Customer Service at (818) 841-3326, Monday through Friday from 8:00 a.m. to 5:00 p.m (Pacific Time). We'll be happy to answer any questions that you have.

If you have a technical problem that you need solved, please have the following information ready before you call:

- The name of the program you're using
- Version number of the program you're using
- The type of computer you're using (specific model name helps)
- The type of printer you own (specific model name helps)
- Information on other peripherals you're using (type of monitor, video card, interface, modem, mouse, etc.)
- Type of operating system or DOS version number (for IBM owners)
- Description of the problem you're having

Writing

We encourage you to write. It gives us a chance to answer your questions and pass along any tips we may have about your program. We also welcome any comments you might have about our product.

Walt Disney Computer Software, Inc.
Attn: Customer Service
500 South Buena Vista Street
Burbank, CA 91521

If you're writing to us about a problem with your program, don't forget to include all the information listed under "Calling."

Using a Bulletin Board System

If you own a modem, you can call the Disney Software Hotline at (818) 567-4027. To use the board properly, make sure your communication parameters are set to **N,8,1** (**N** stands for no parity, **8** for 8 bits, and **1** for 1 stop bit). The Hotline supports the following modem baud rates: 300, 1200, 2400, 4800, 9600.

The Disney Software Hotline is a free 24-hour service for Disney Software customers. It provides clues, hints, tips, a question and answer feature, and other surprises. There's also a section for callers interested in seeing previews of our new releases.

Shift	Badge	Horse
Enter	Close	Farm
Inflate	Punch	Gulp

Faxing

If you have access to a fax (facsimile machine), you can fax us messages at (818) 846-0454. If you're faxing us about a problem with your program, don't forget to include all the information listed under "Calling."

Disk Replacement

If your disk is defective and you need to return it for a replacement, please mail us *only* the disk (don't mail us the packaging or other materials) with your name, return address, and the problem with the disk. Mail the disk to:

Walt Disney Computer Software
3333 N. Pagosa Court
Indianapolis, IN 46226

We'll replace your disk at no charge within ninety (90) days after purchase, provided you've mailed in your warranty card. If you didn't mail in your warranty card, there's a replacement fee of $10.00. Please allow 3 to 4 weeks for delivery.

Complete details on the limited warranty are as follows.

Limited Warranty

Walt Disney Computer Software warrants to the original purchase of this copy of the computer software program entitled MICKEY AND MINNIE'S FUN TIME PRINT KIT that the disks on which this program is recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. This warranty applies only to the original purchaser who has filed a warranty card with Disney Software.

Defective program disks which have not been subjected to misuse, excessive wear, or damage due to carelessness and which are returned by the original purchaser within ninety days of date of purchase will be replaced without charge. Otherwise, damaged program disk(s) may be replaced for $10.00 as long as the program is still being manufactured by Disney Software.

The warranty is the only express warranty pertaining to this software program and no other representations or claims of any nature shall be binding on or obligate Disney Software. Any implied warranties of merchantability or fitness for a particular purpose, if applicable, are limited to the ninety day period described above. Disney Software shall not be liable for special, incidental, consequential, or other damages resulting from possession, use, or malfunction of this software program. Some states do not allow limitation on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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If you're aware of a copyright violation, we urge you to contact:

Software Publishers Association
1101 Connecticut Avenue, NW
Suite 901
Washington, DC 20036

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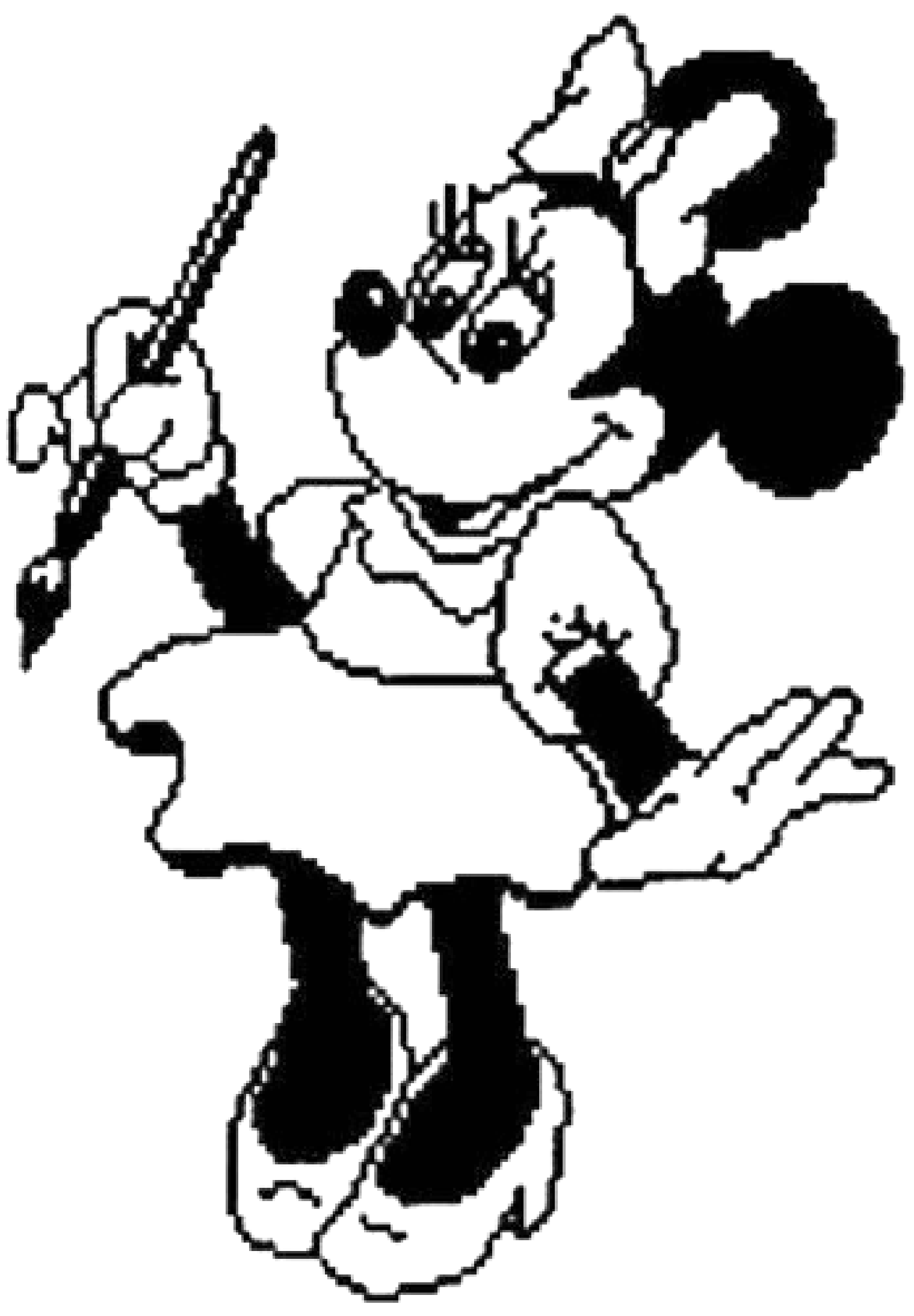
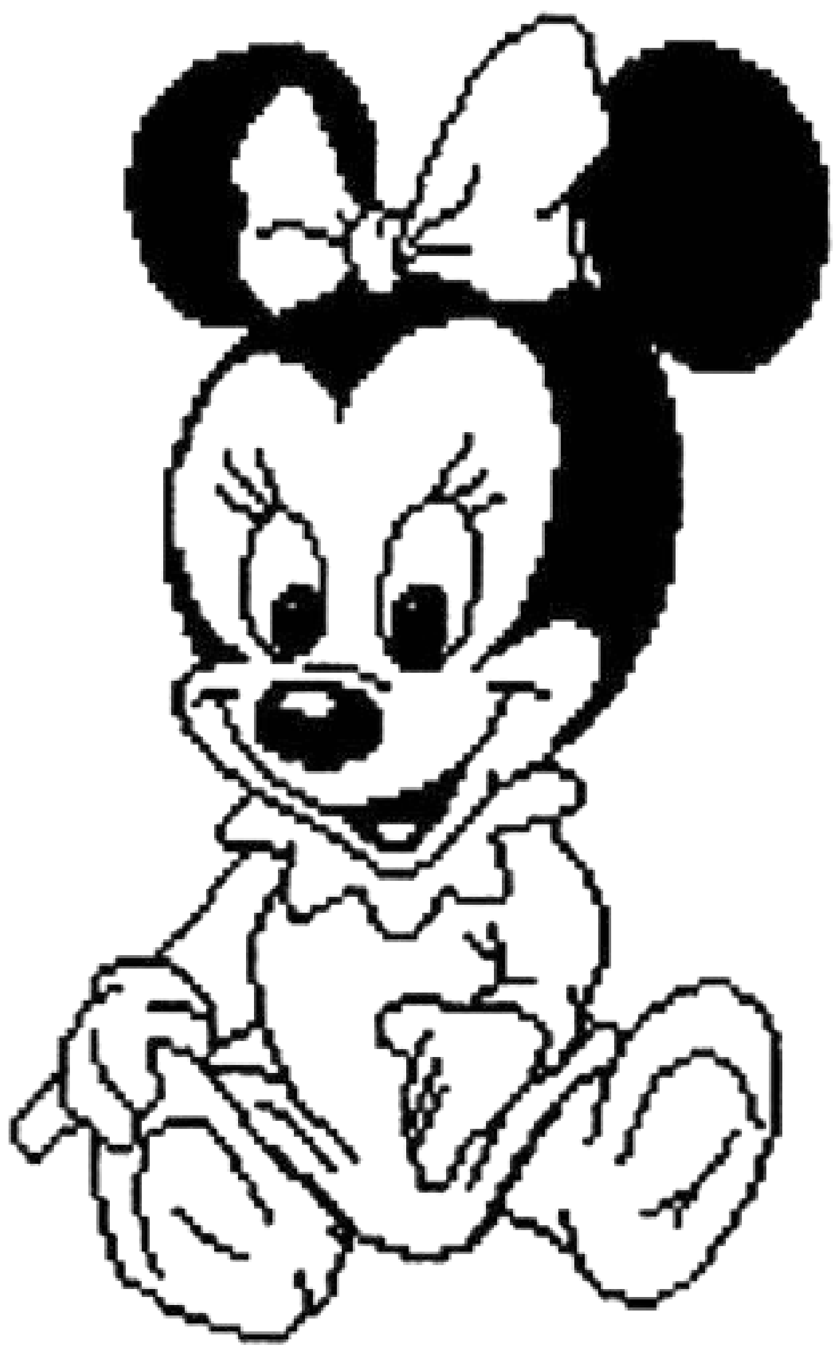
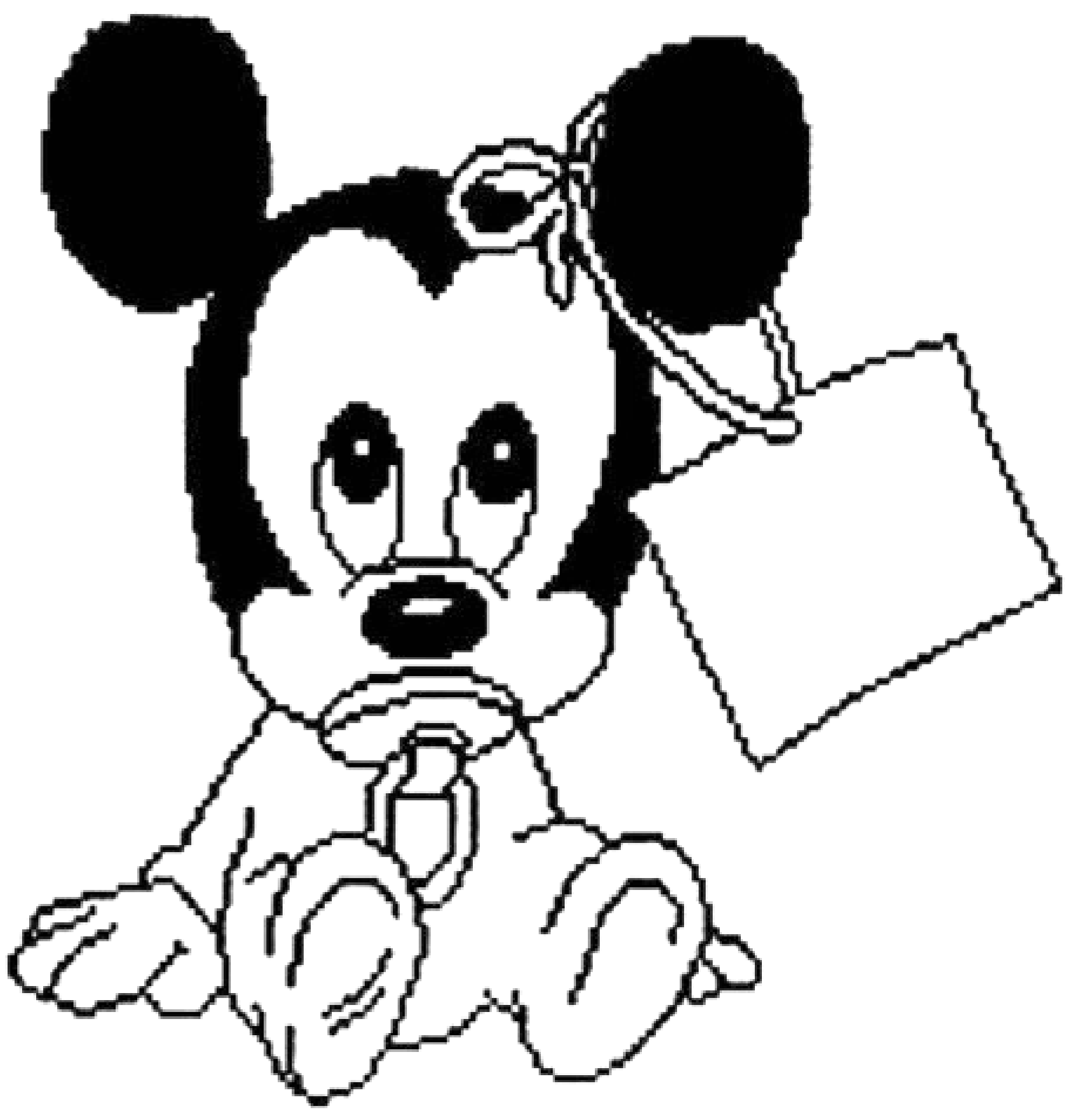
GRAPHICS



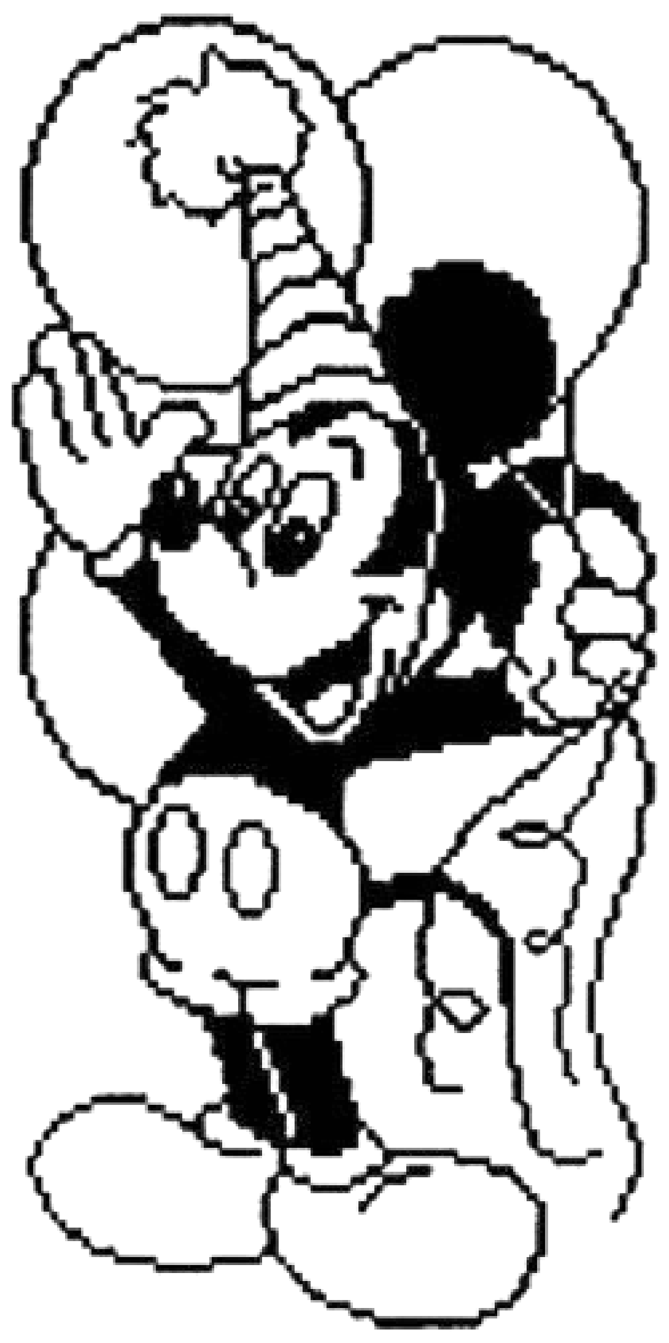
ART



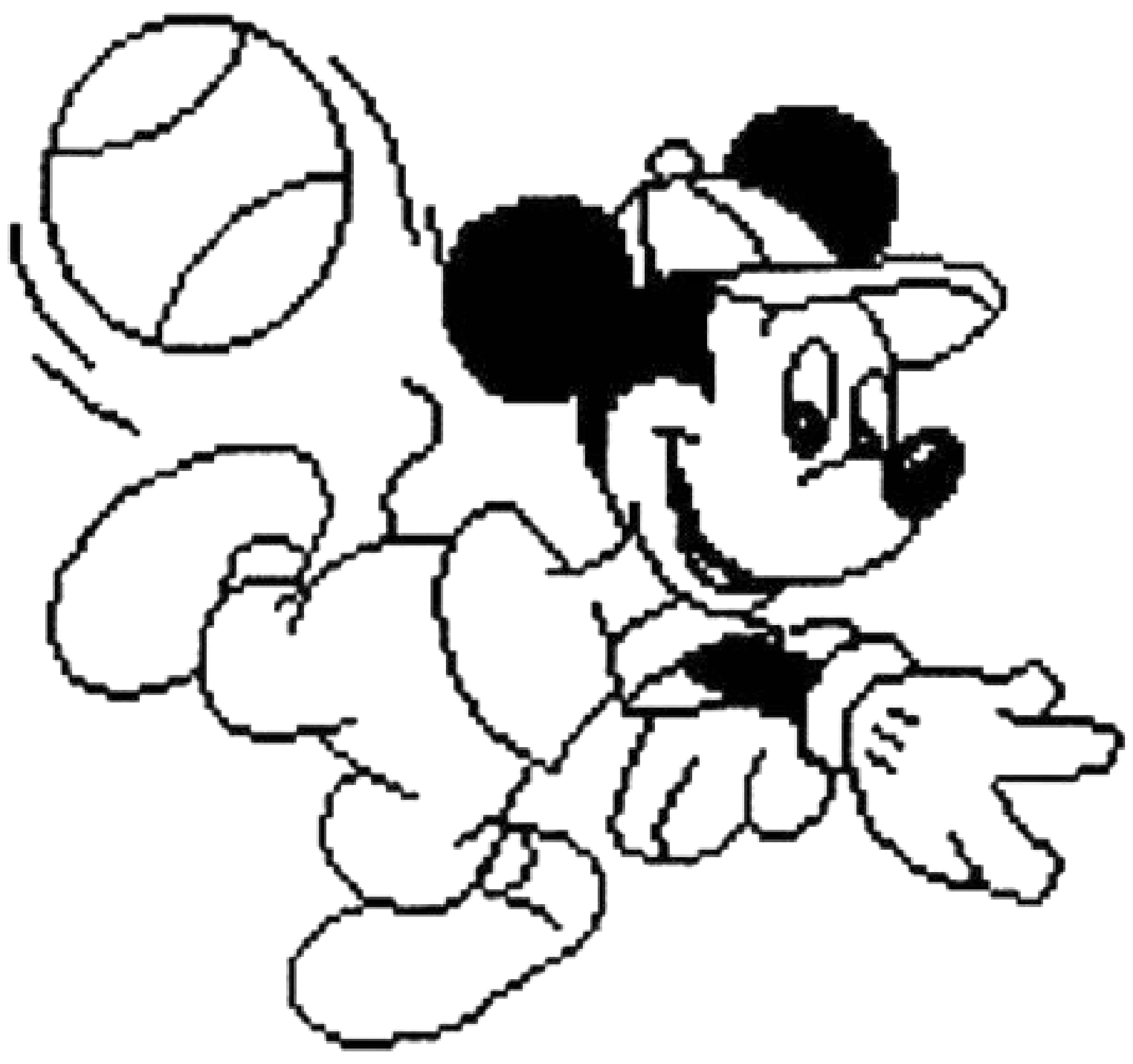
BABY MINNIE



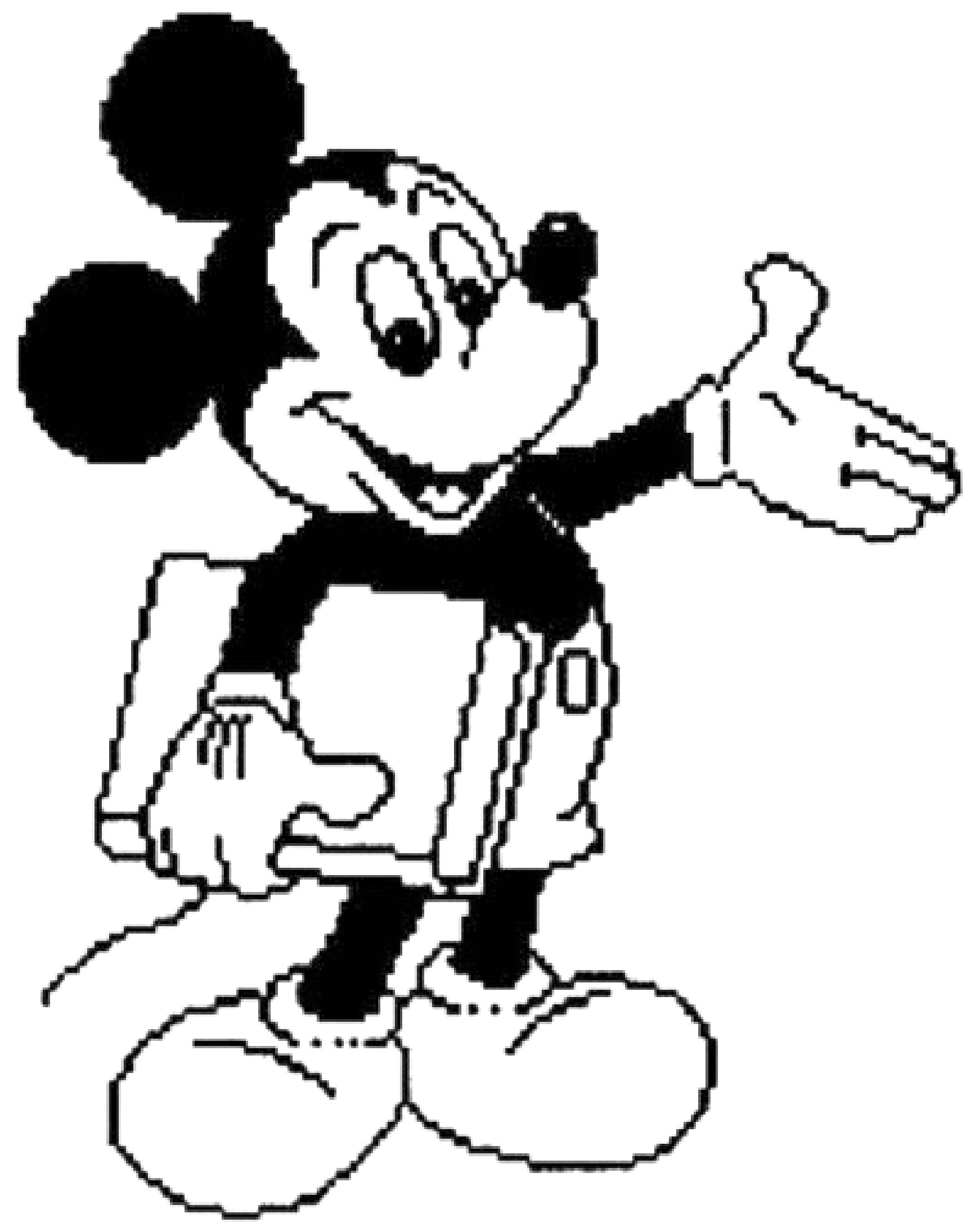
BABY MICKEY



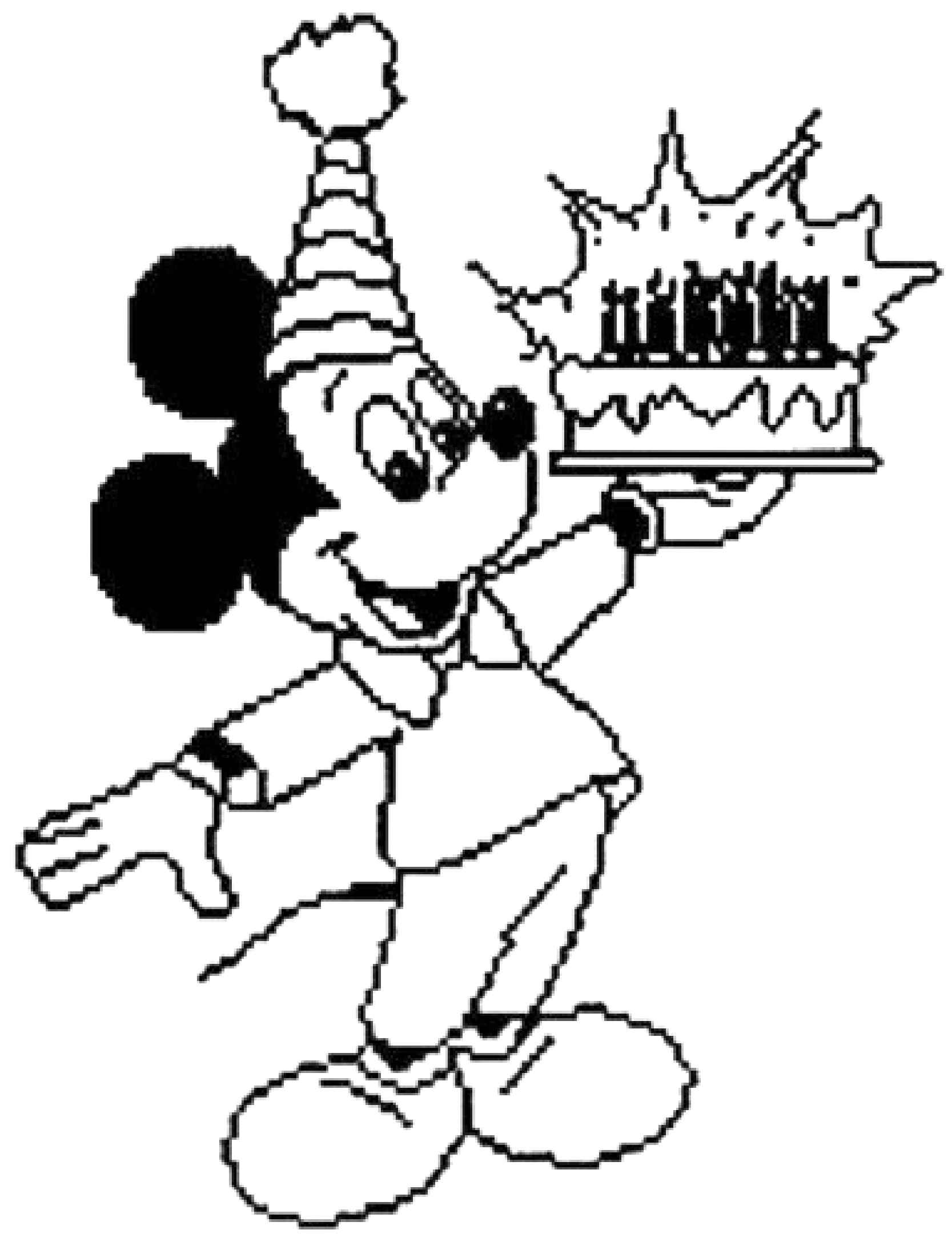
BALLOONS



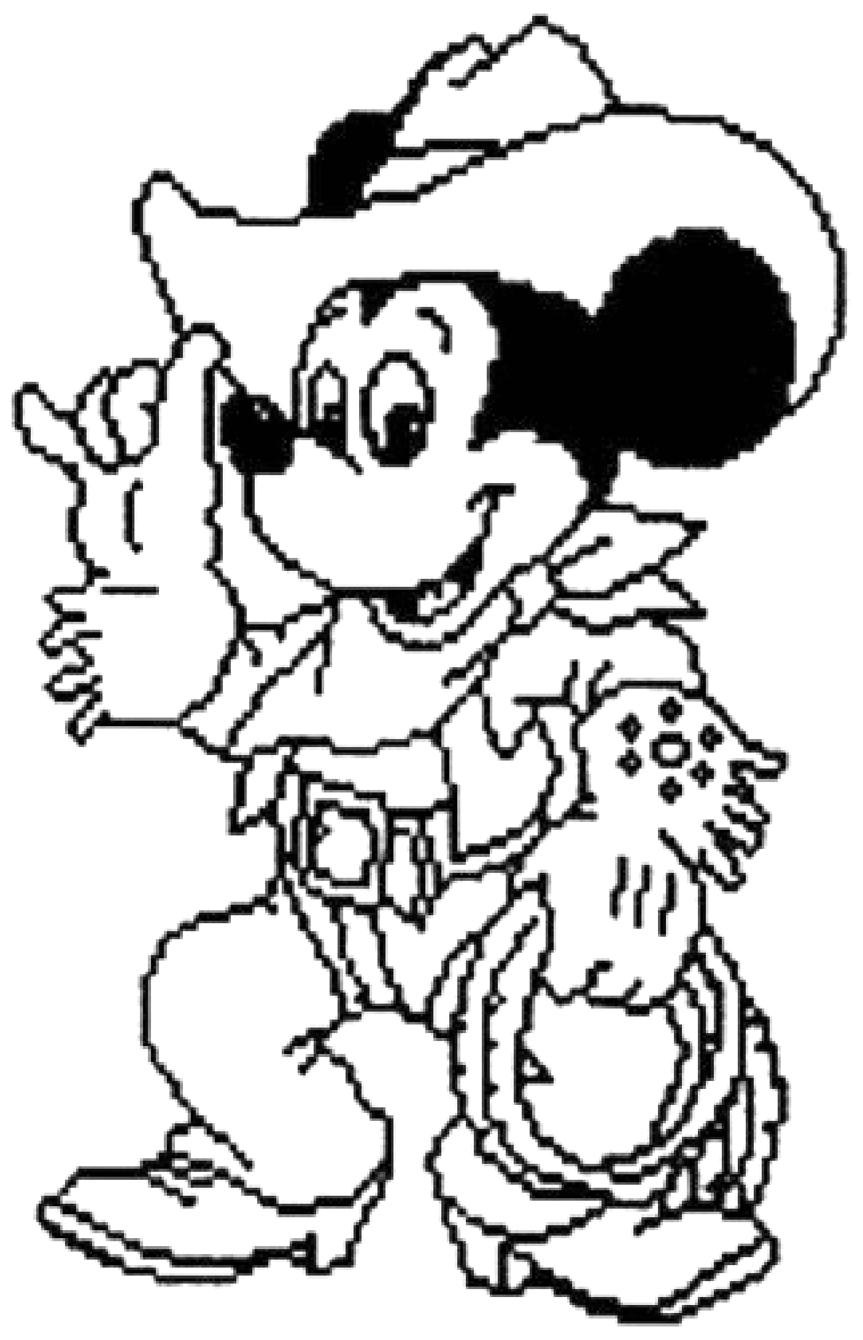
BASEBALL



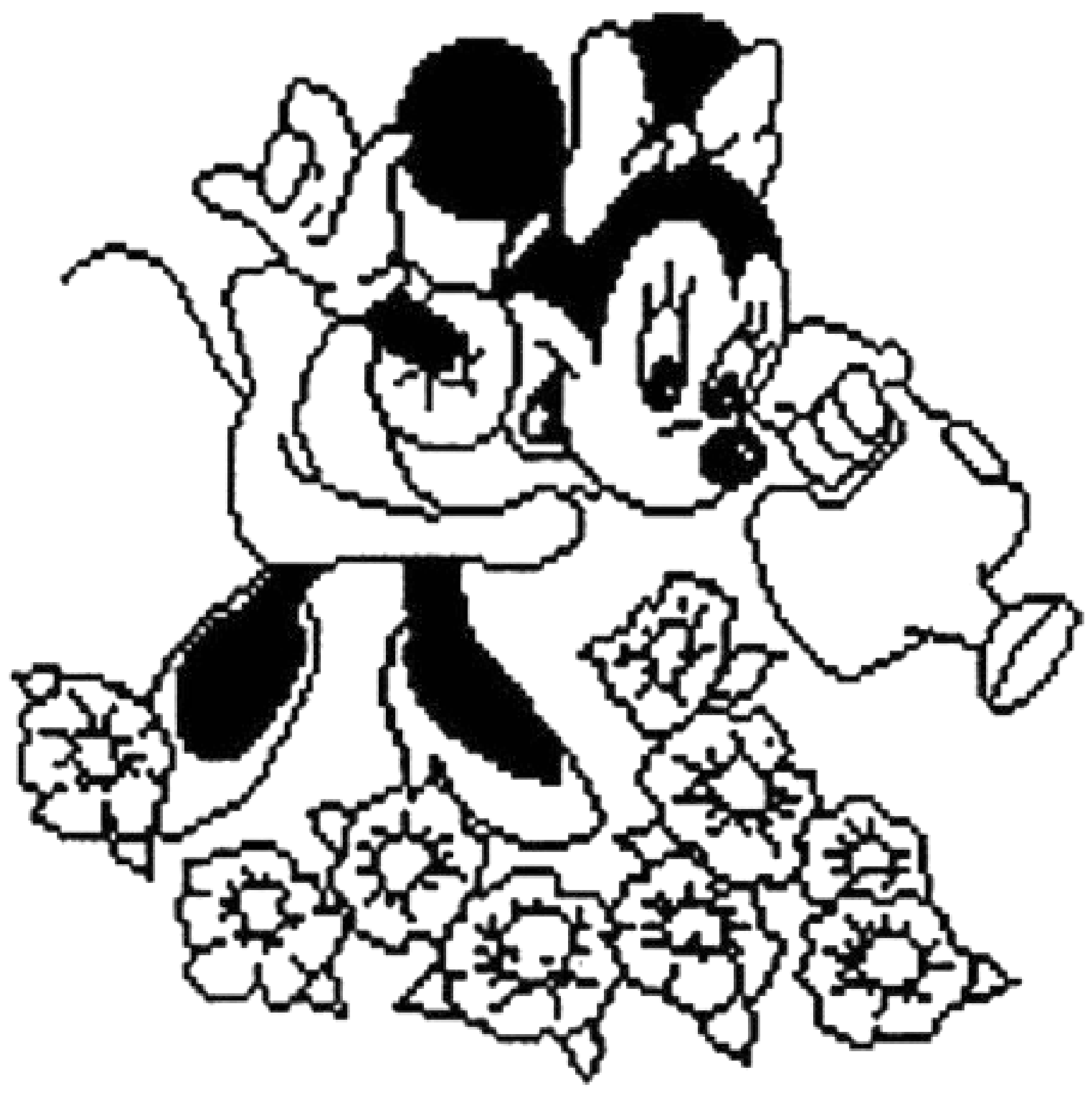
BOOKS



CAKE



COWBOY



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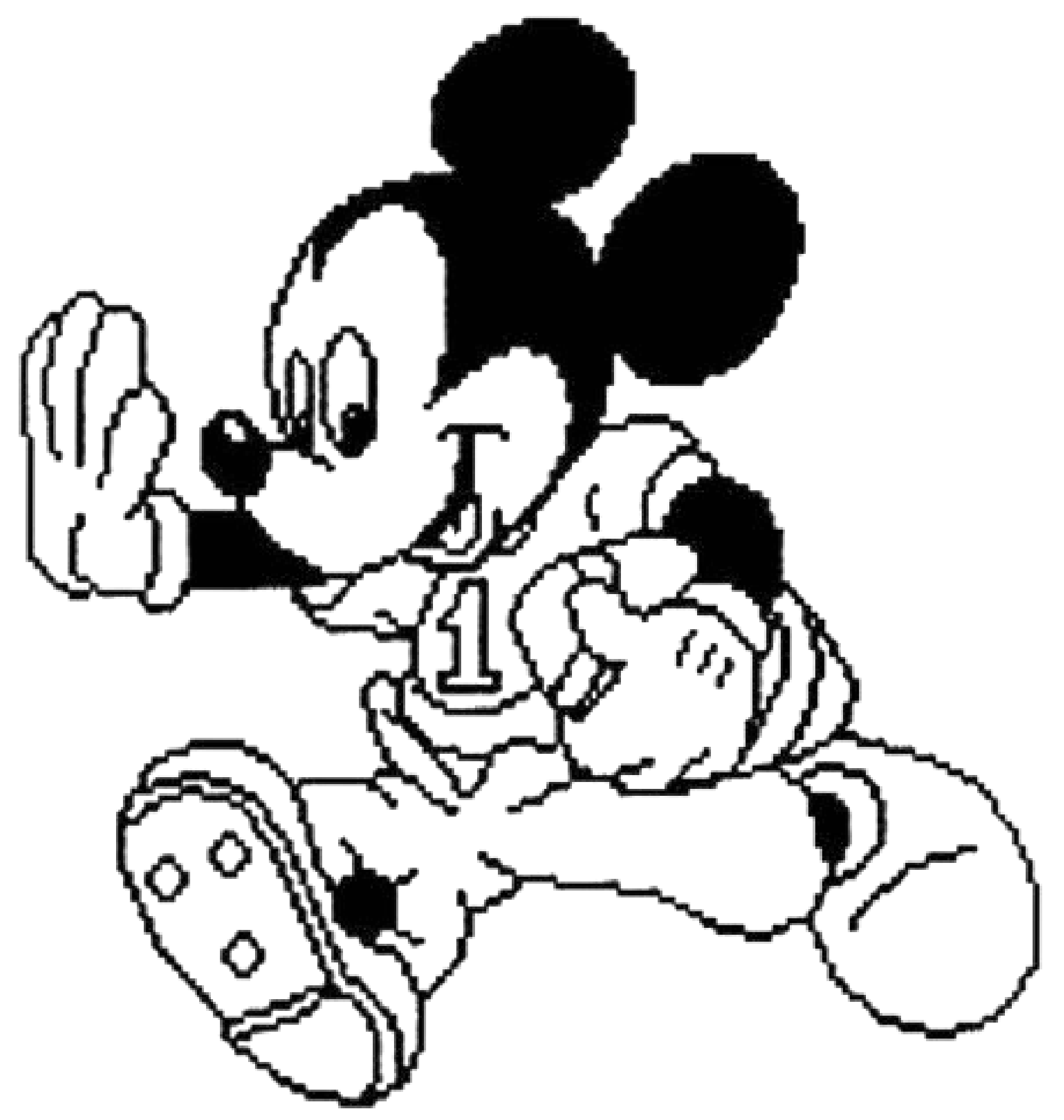

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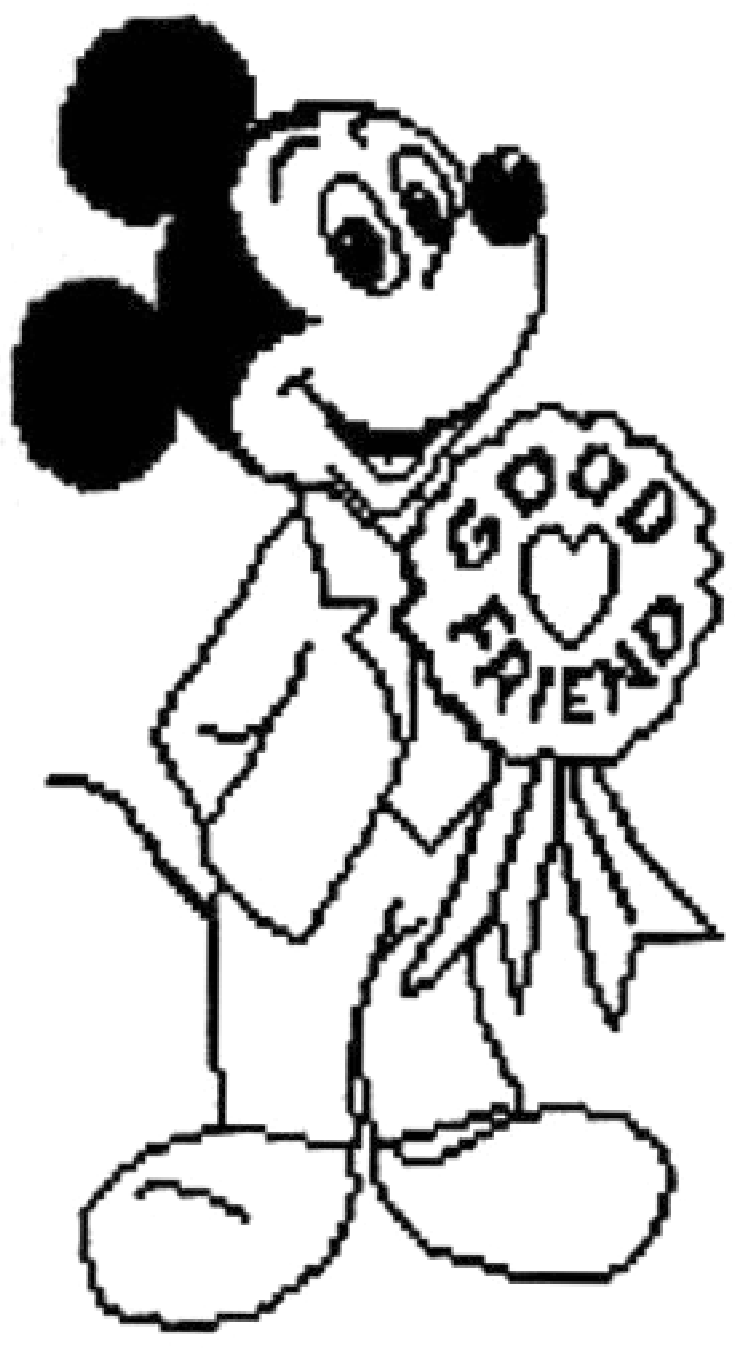
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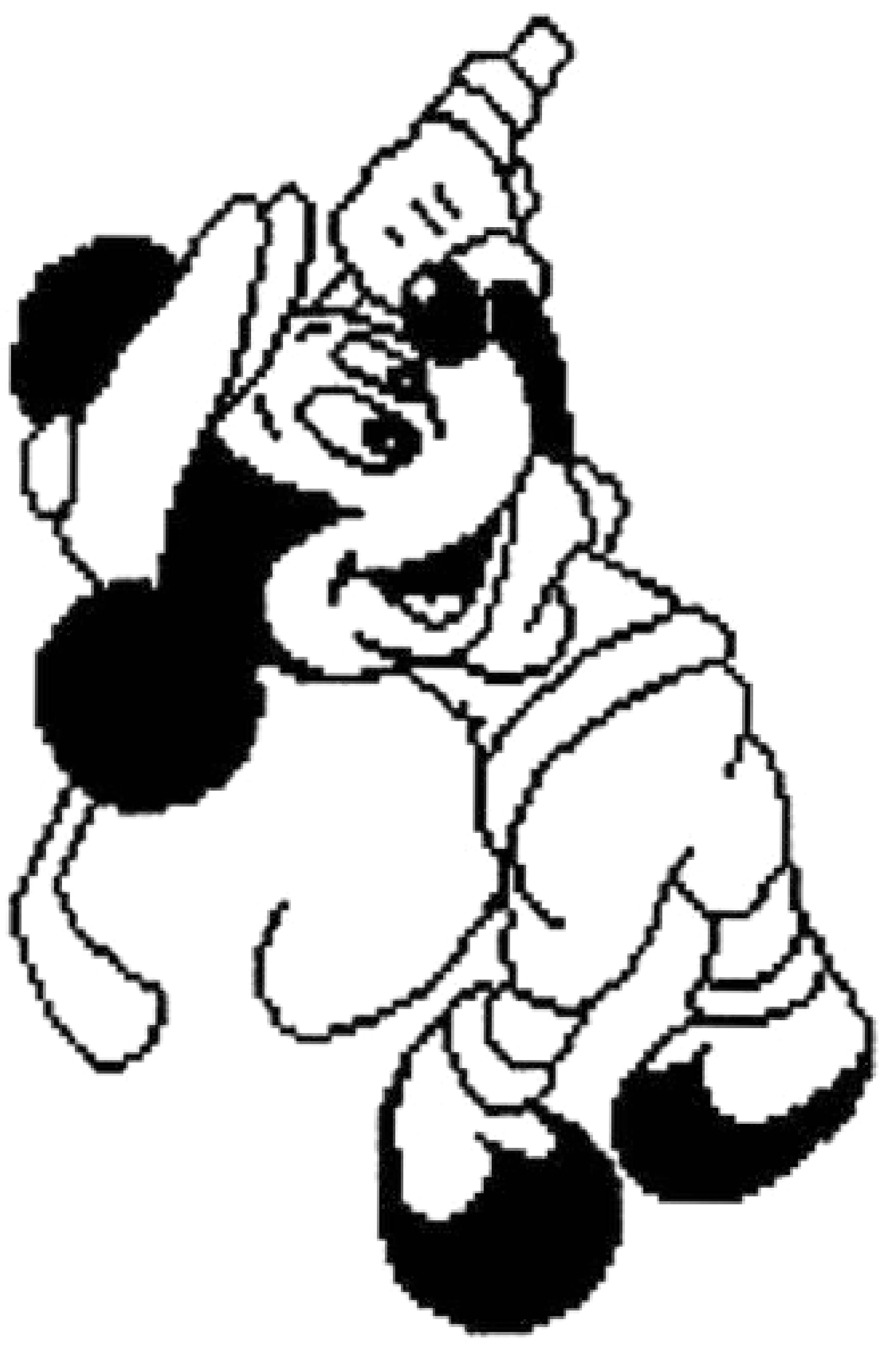
FRIEND



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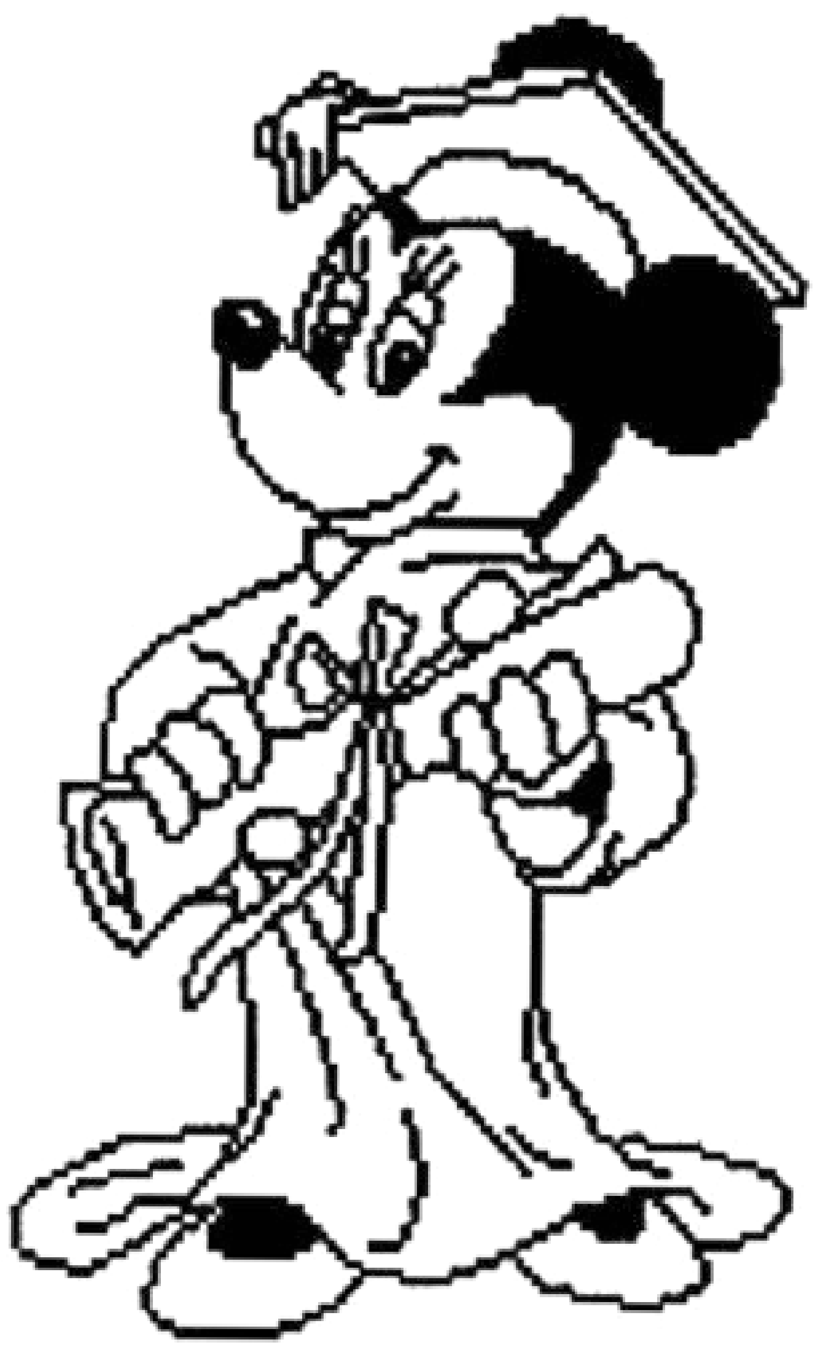

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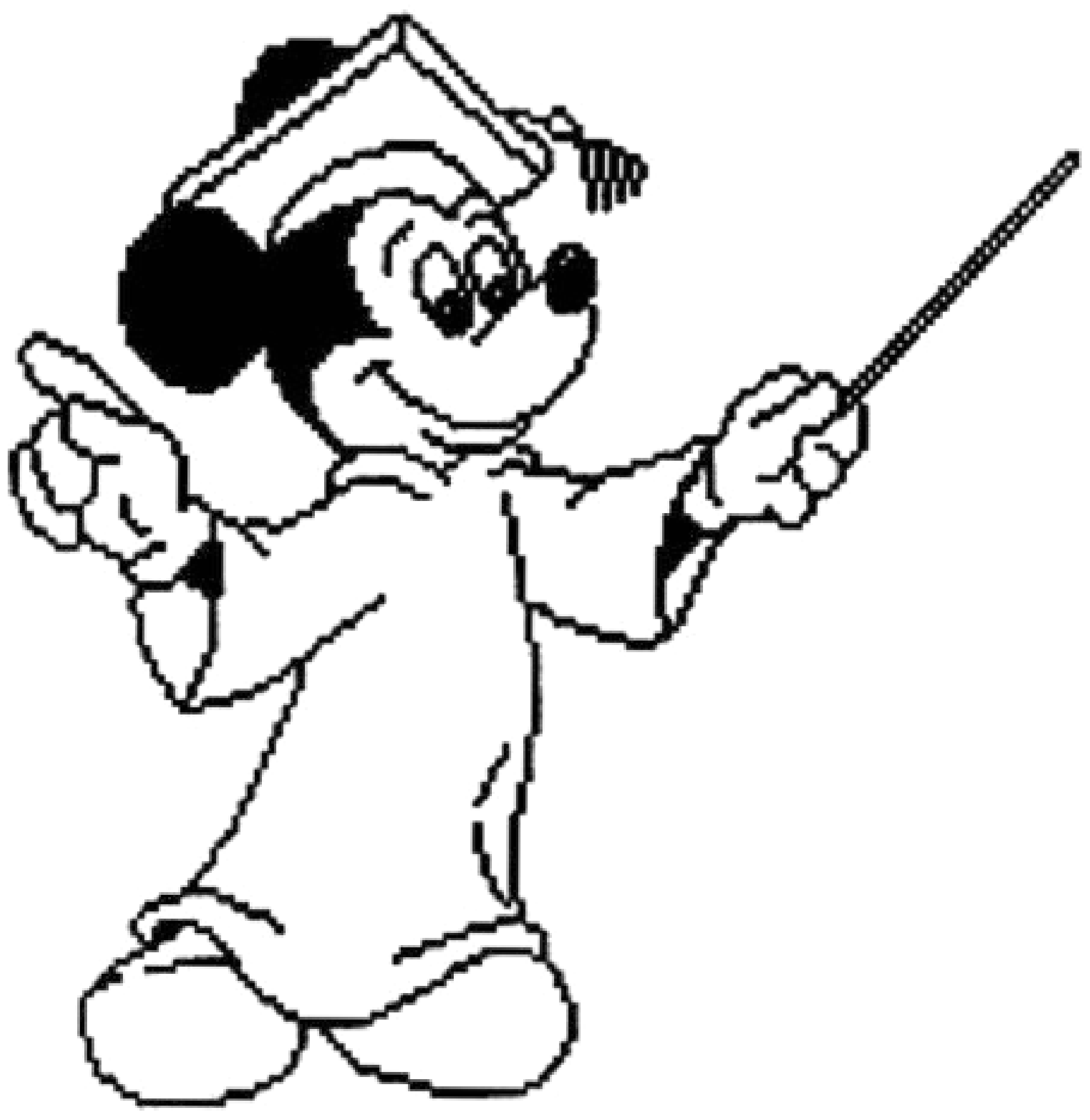

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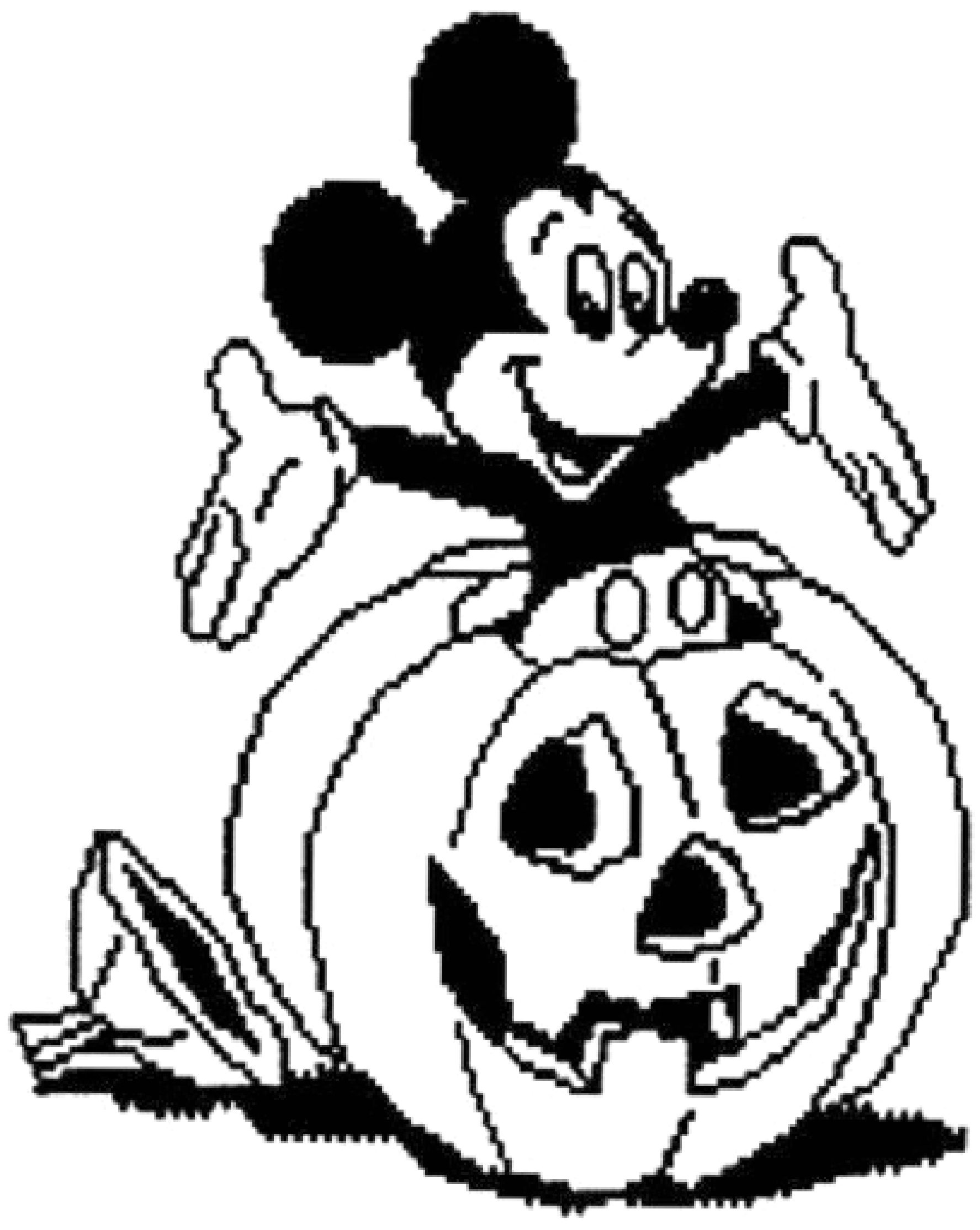

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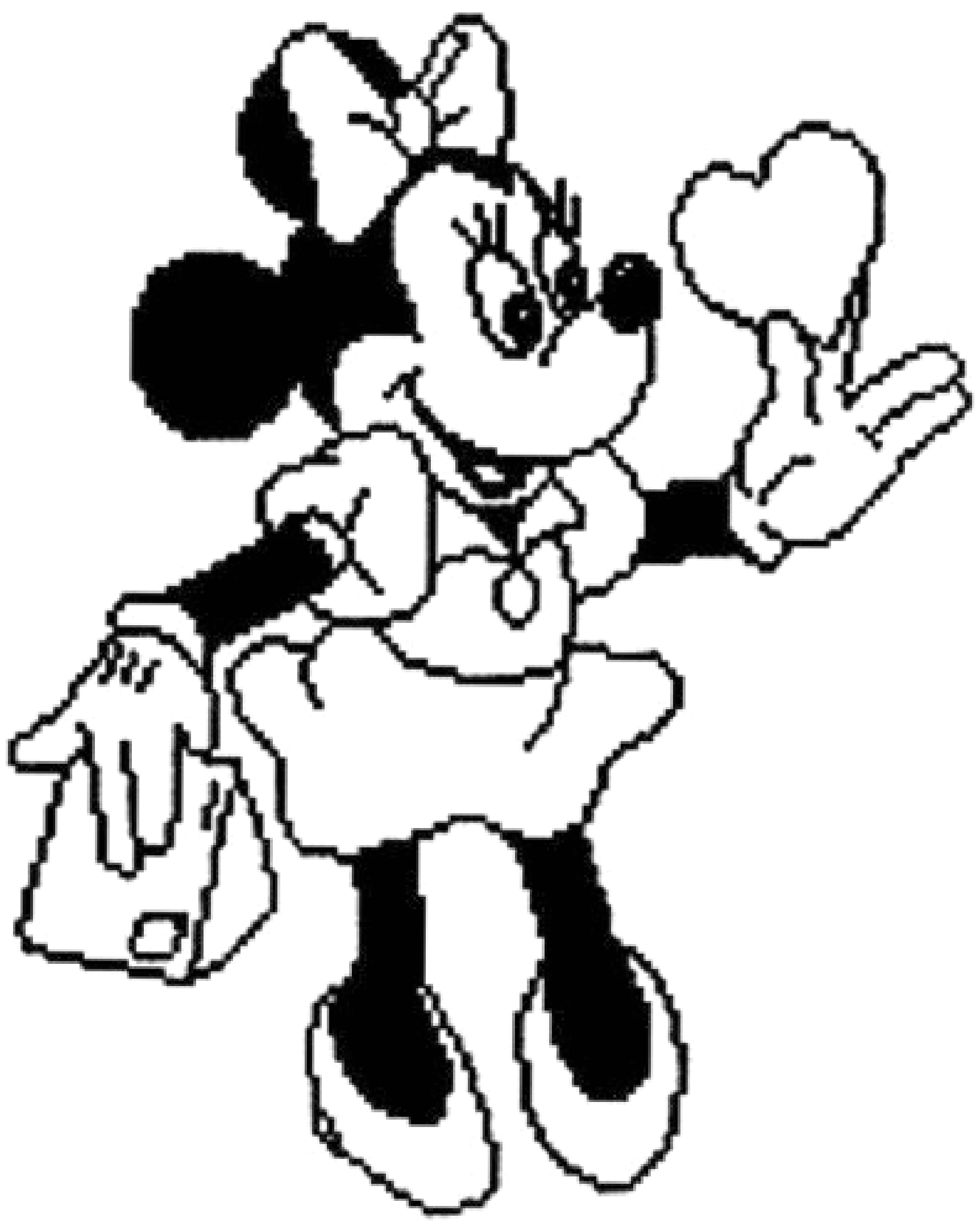

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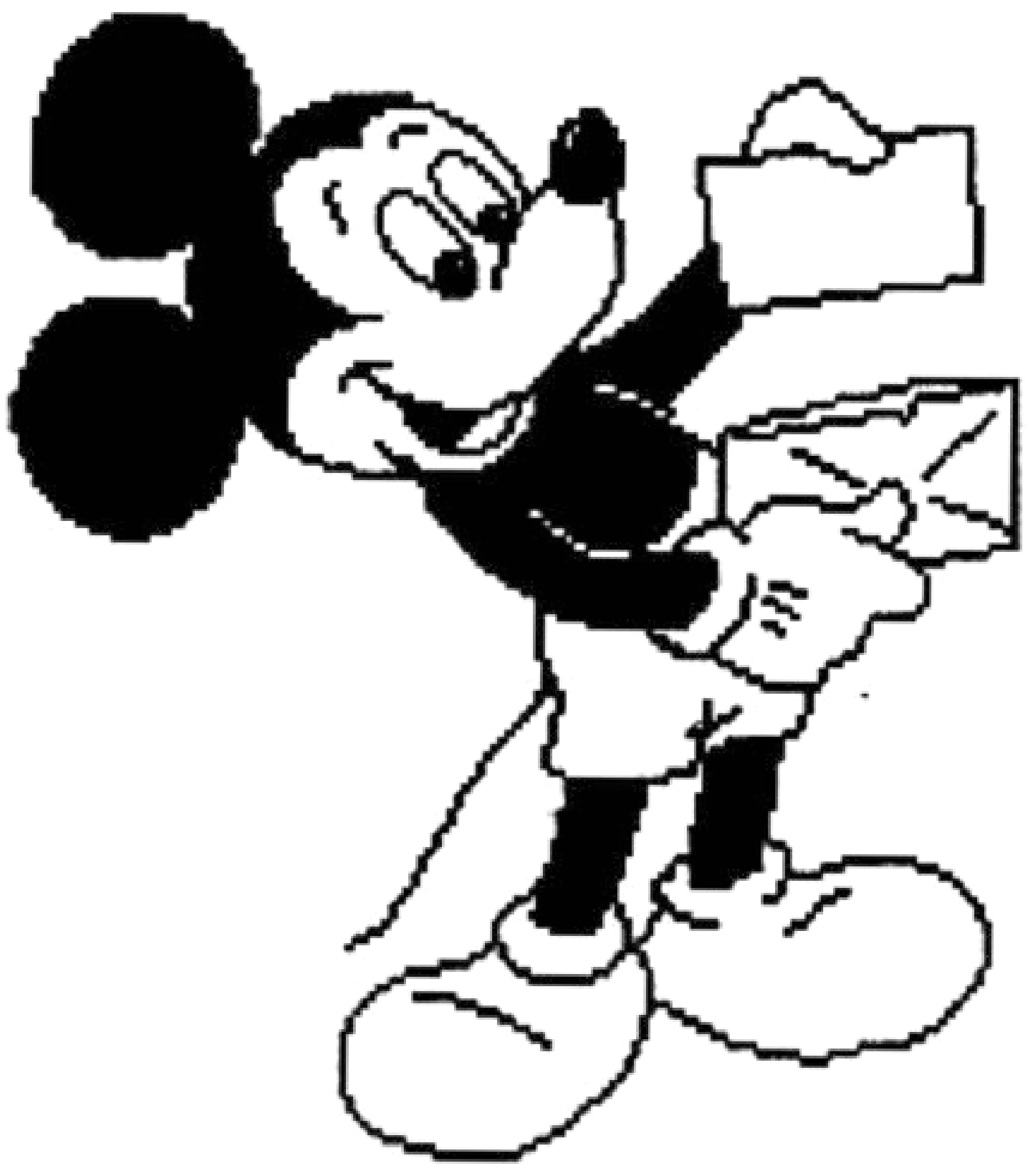

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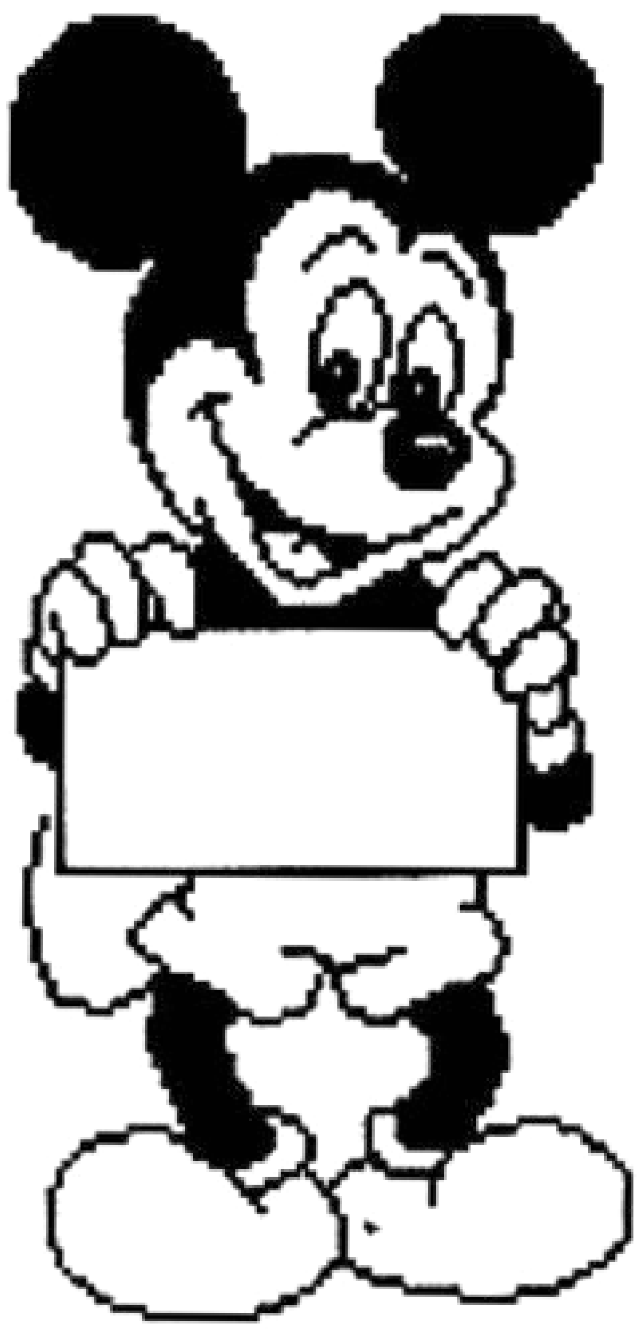

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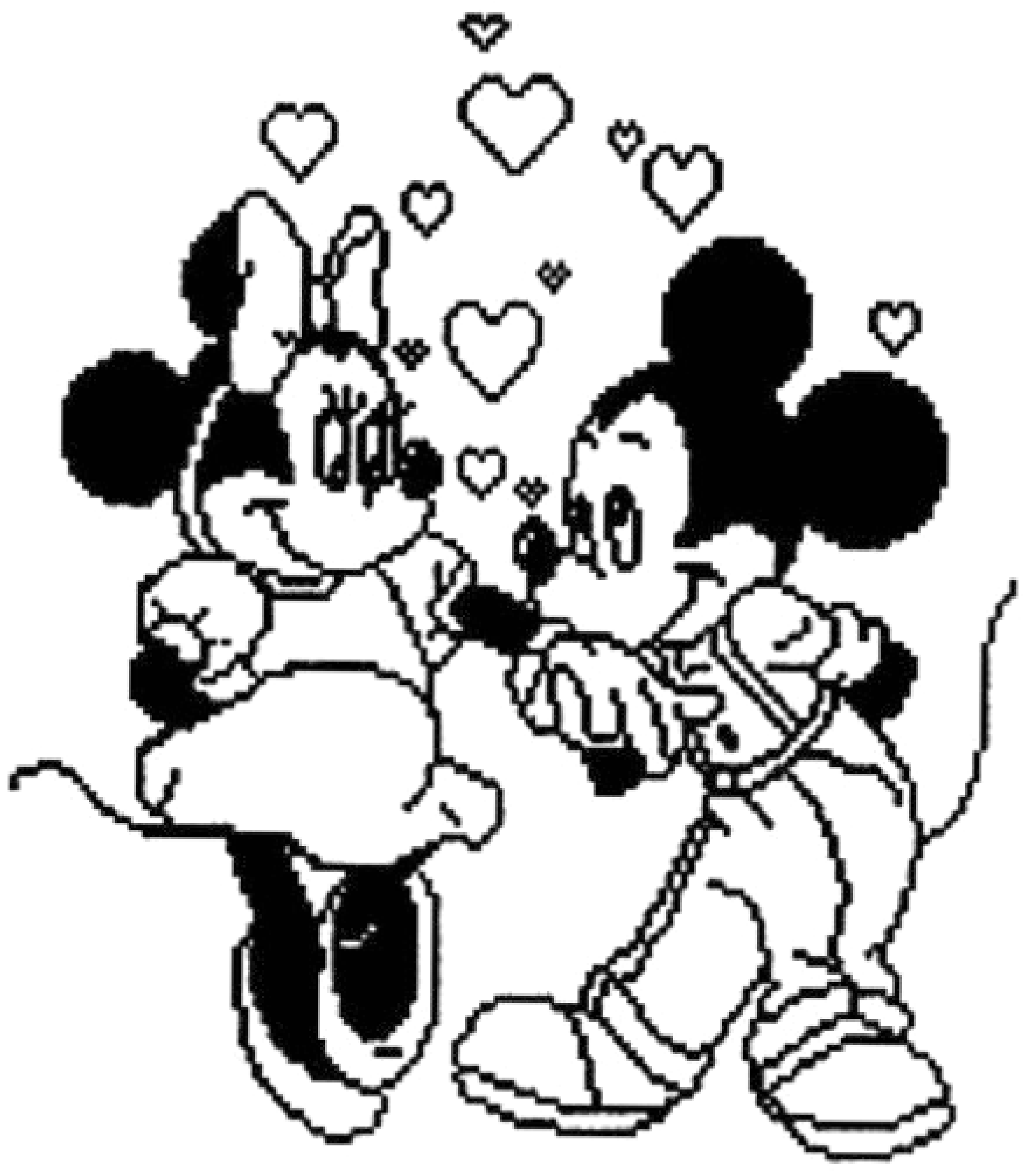

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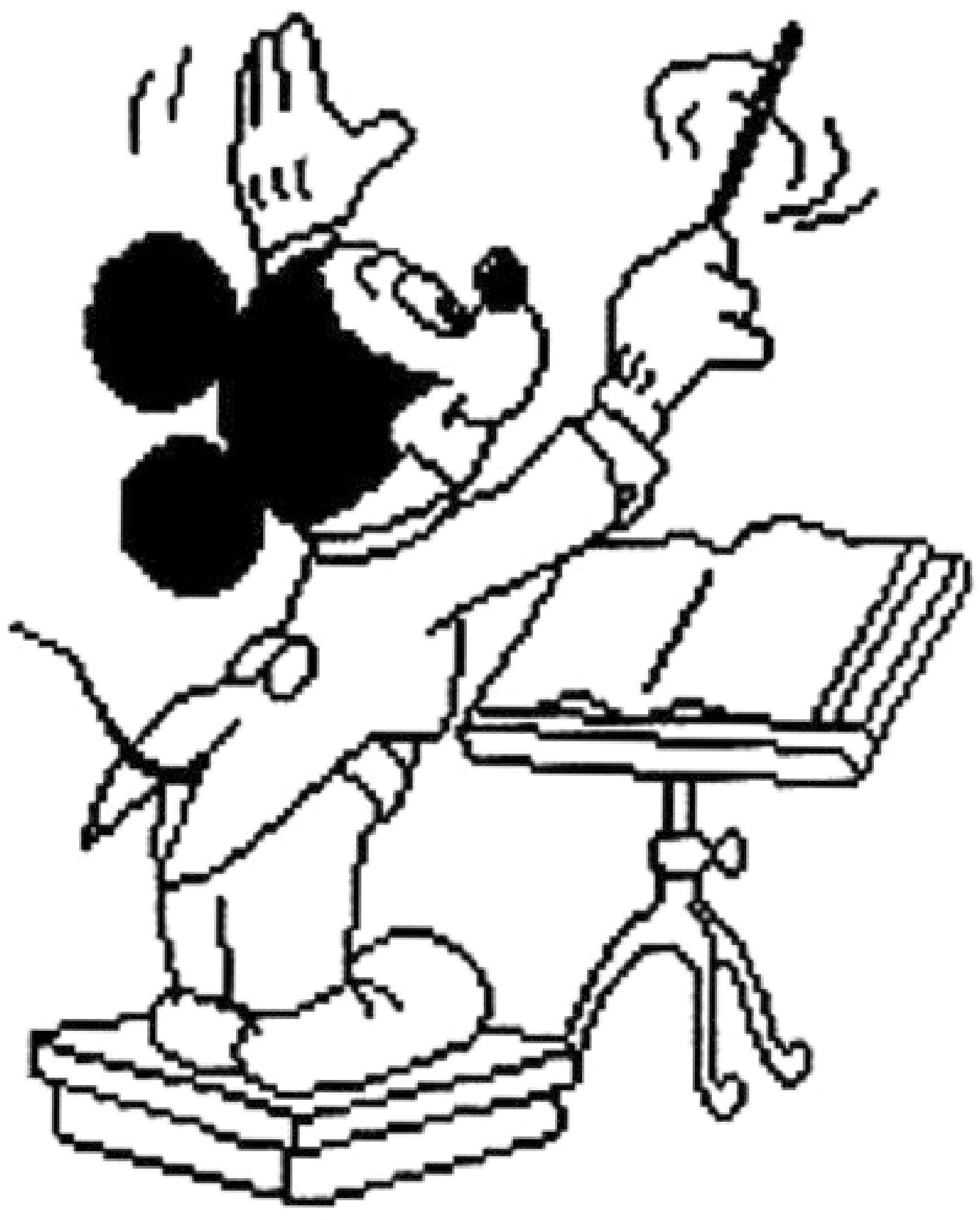

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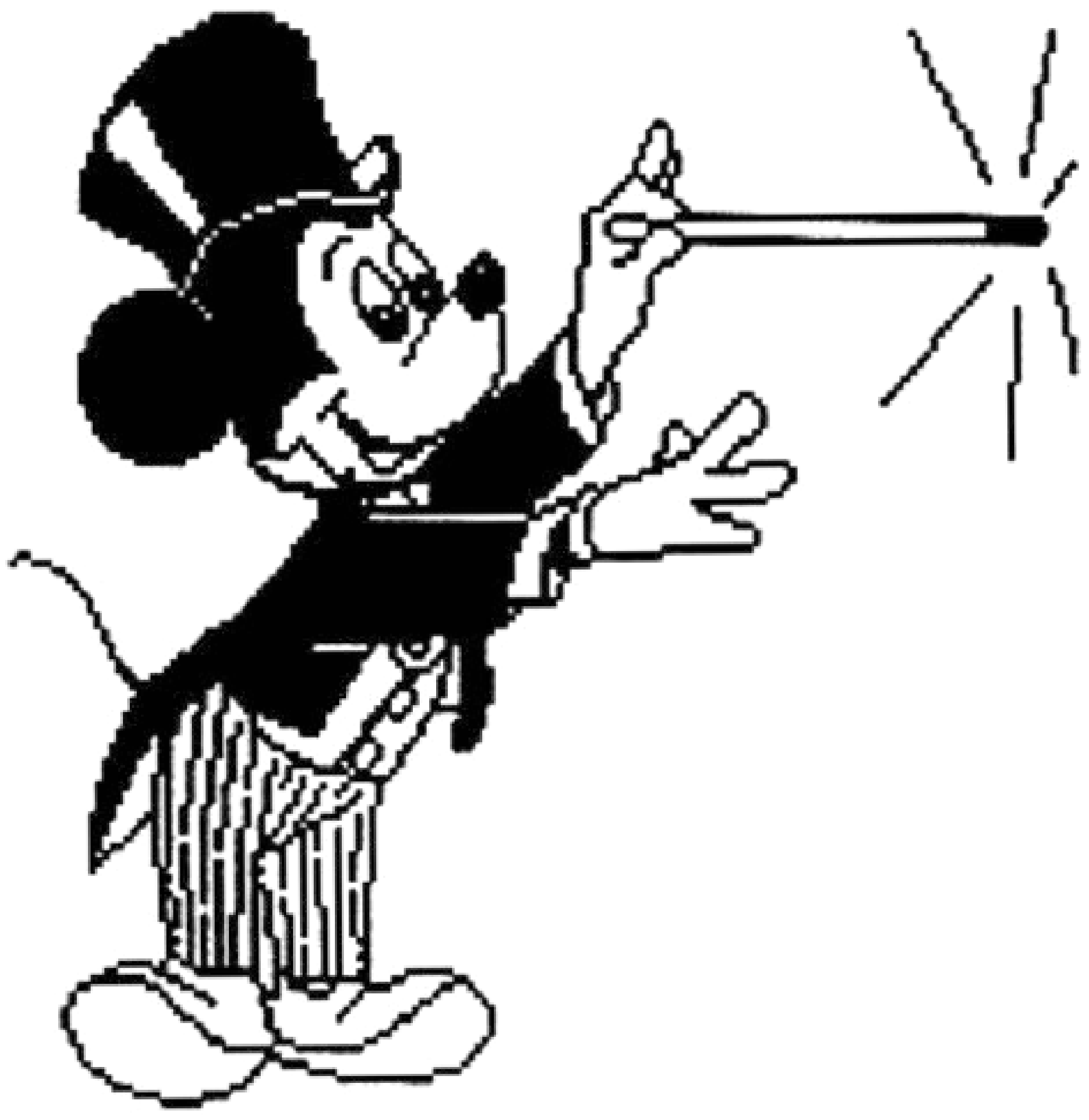

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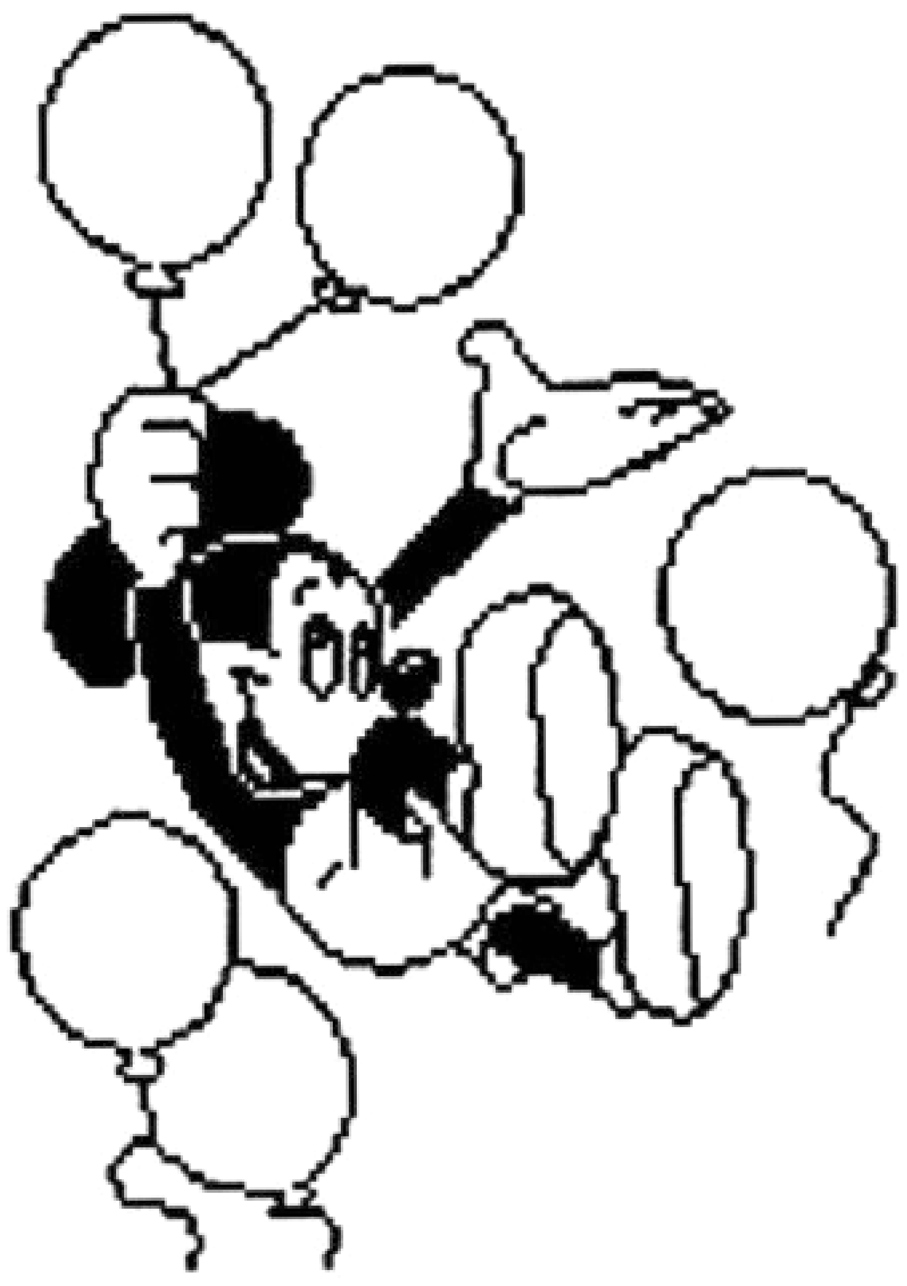

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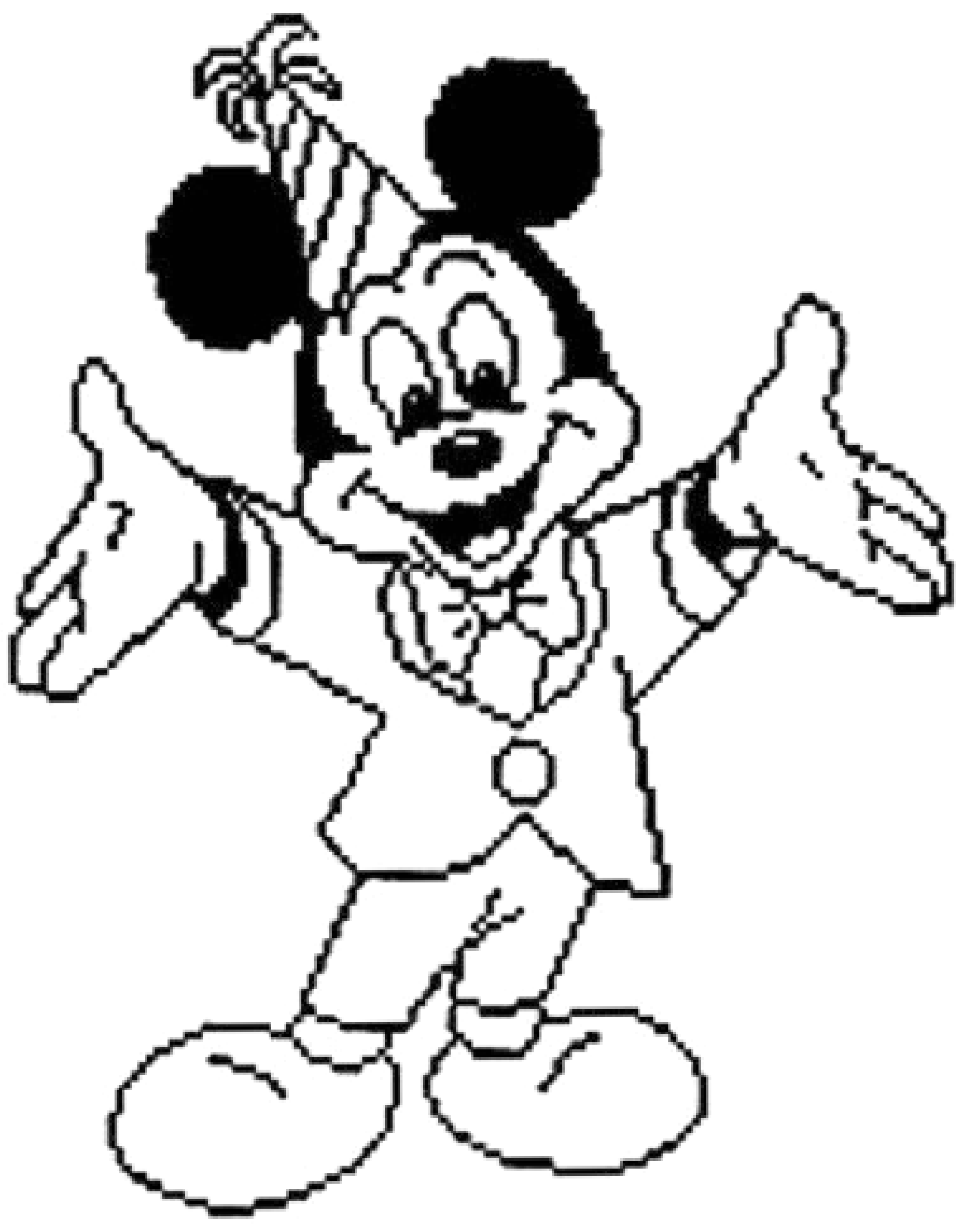

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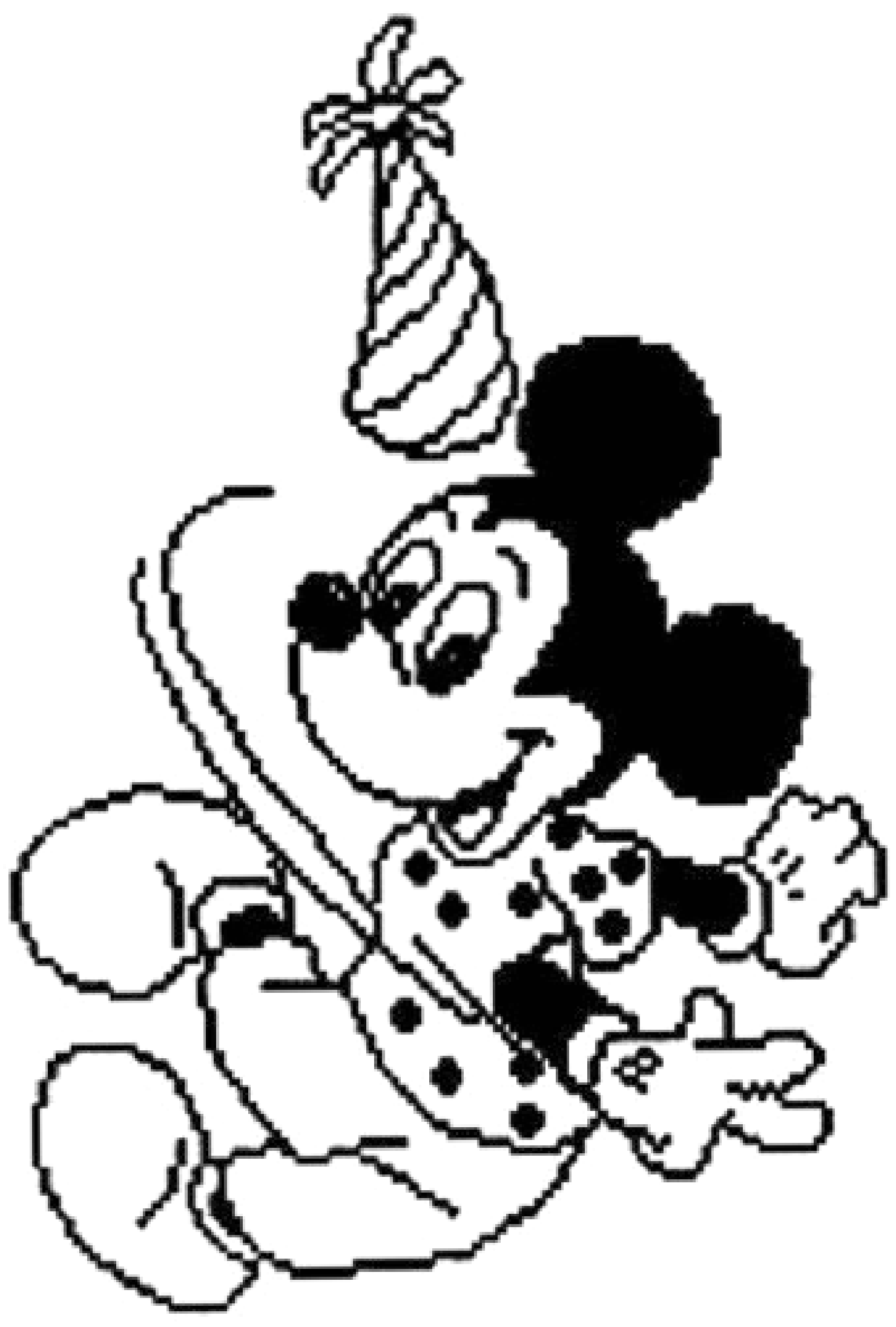

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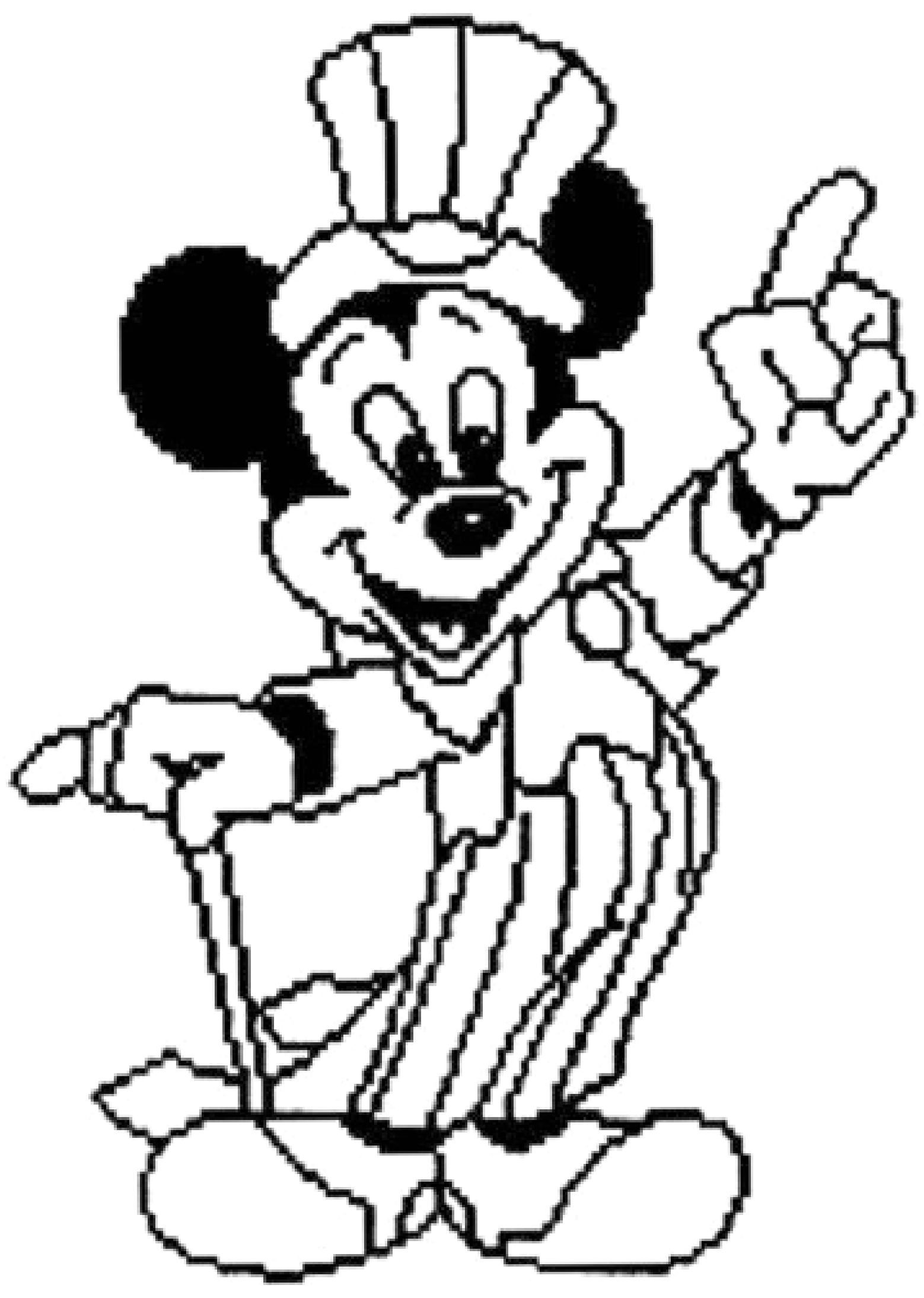

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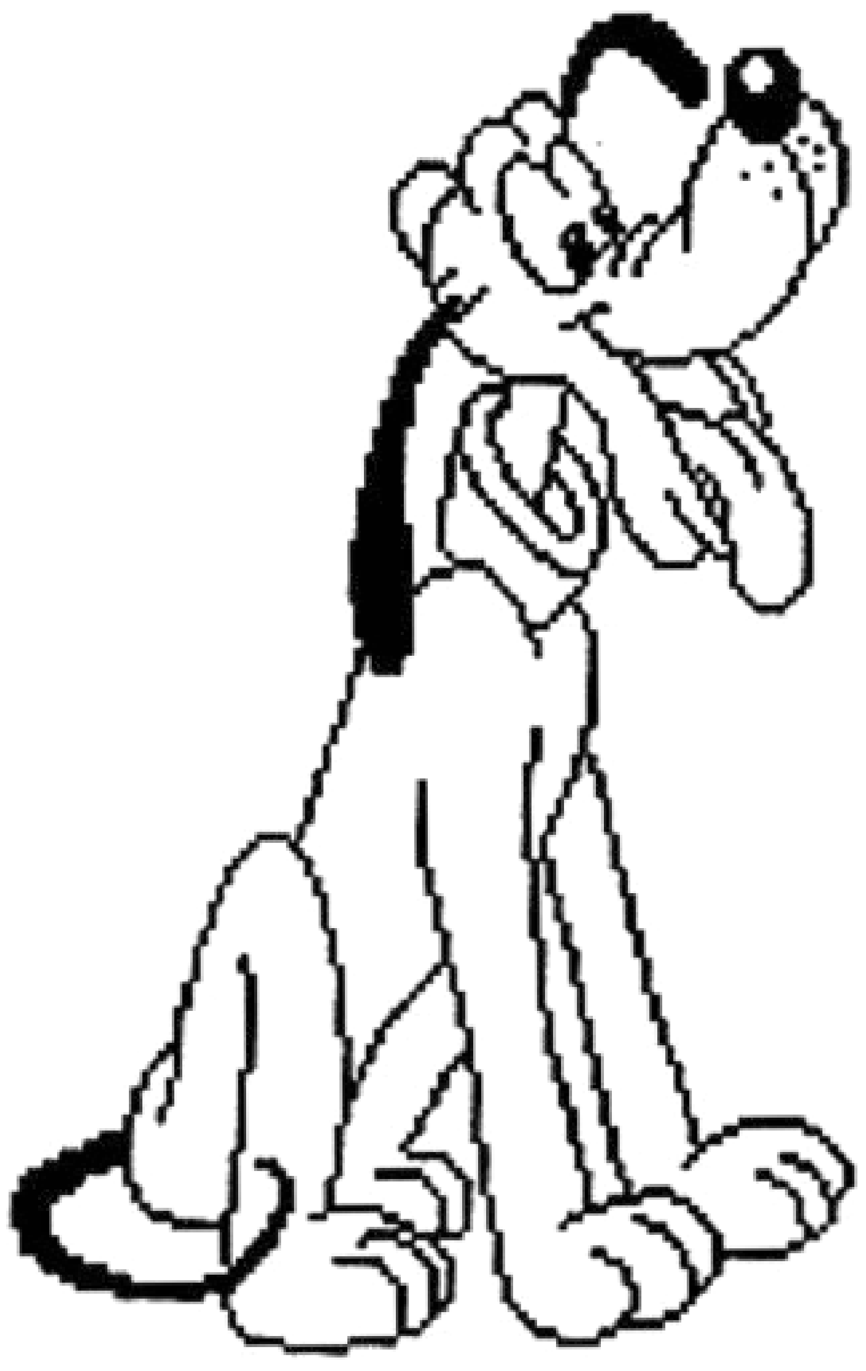

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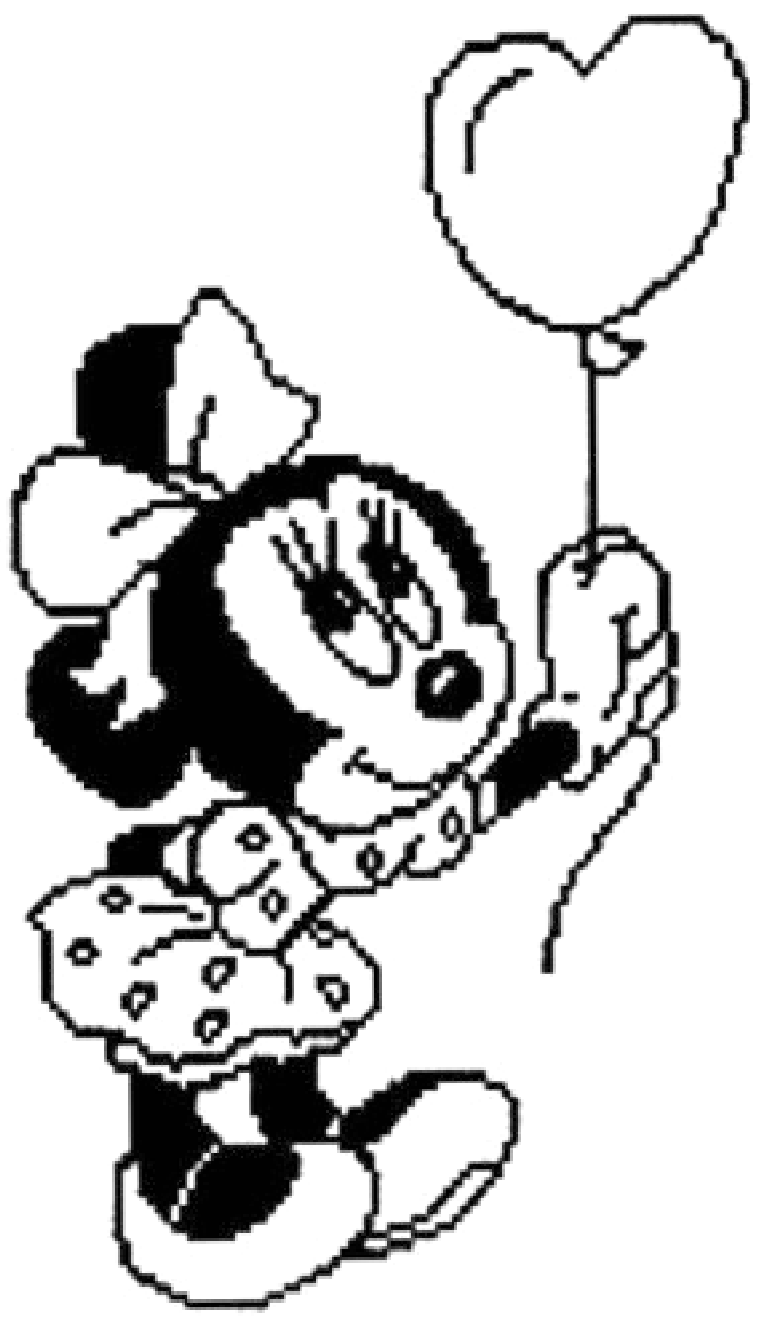

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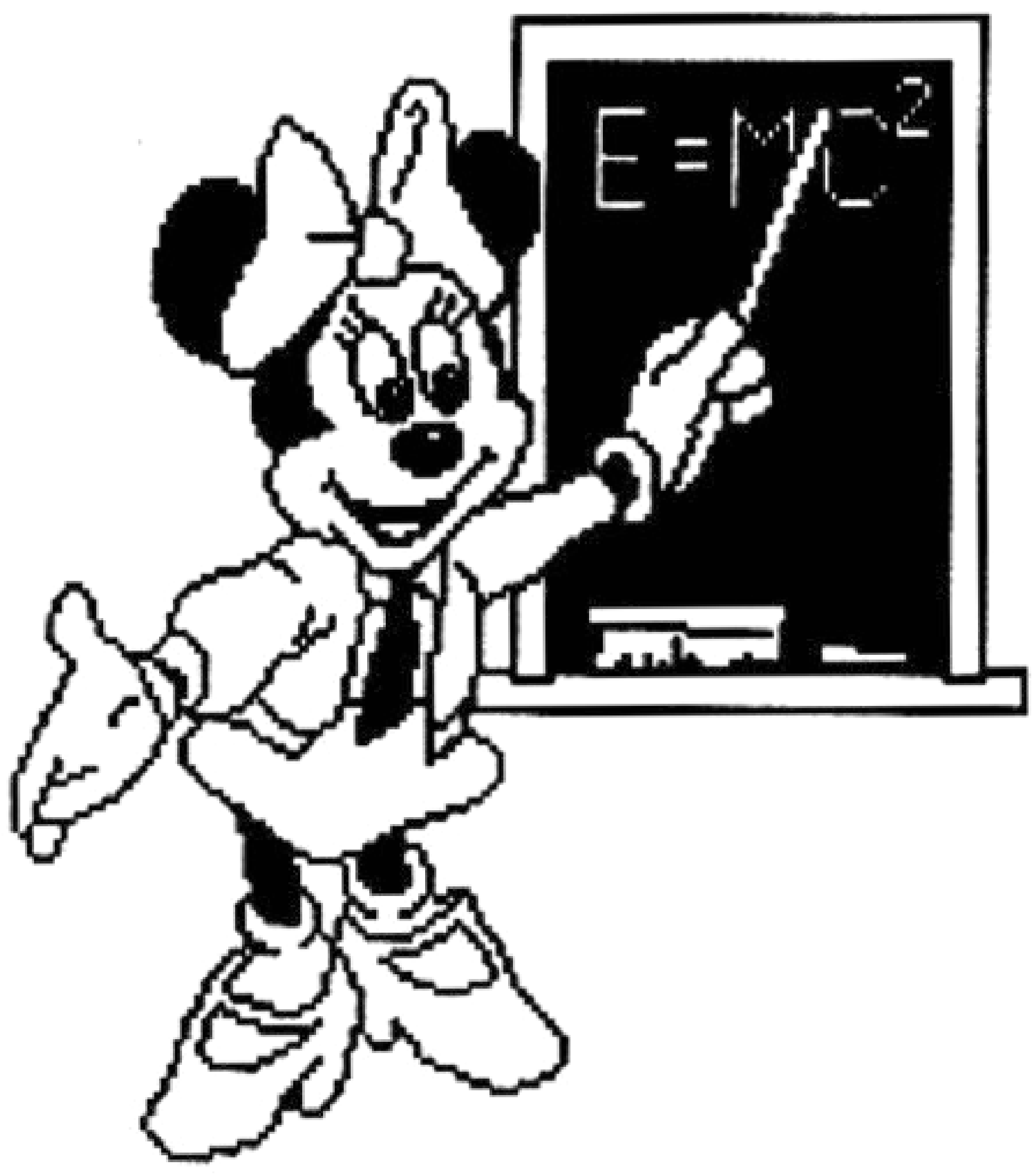

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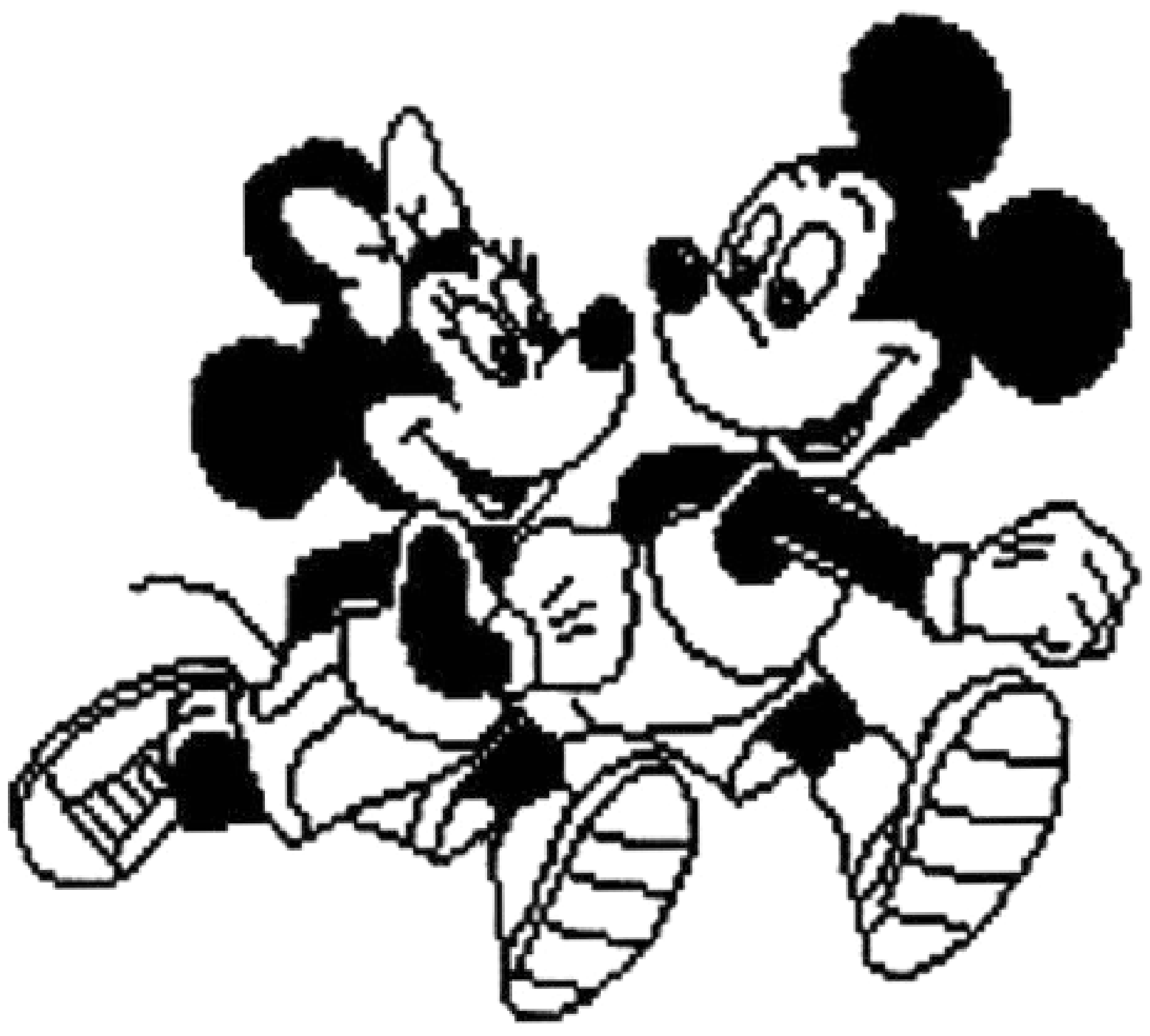

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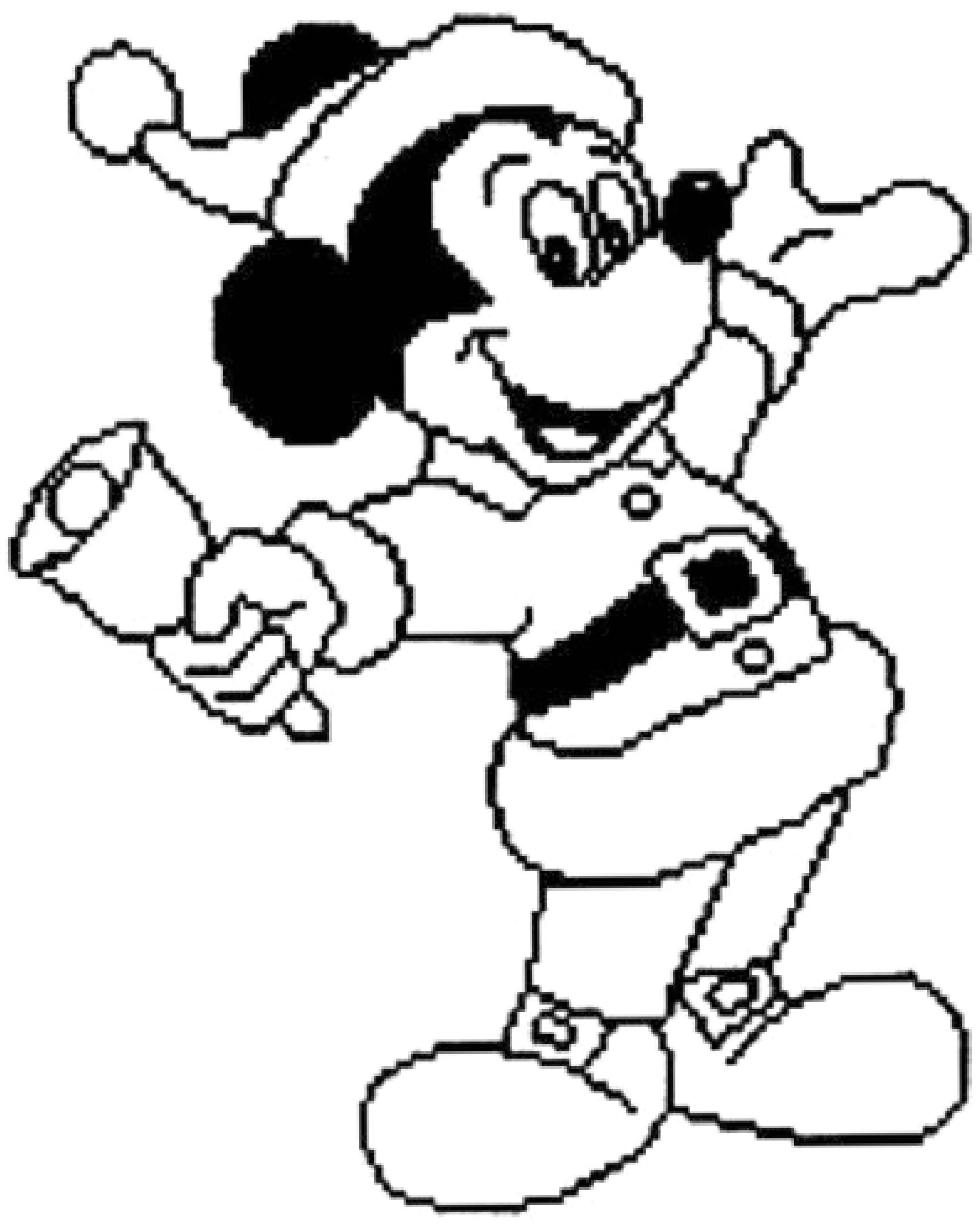

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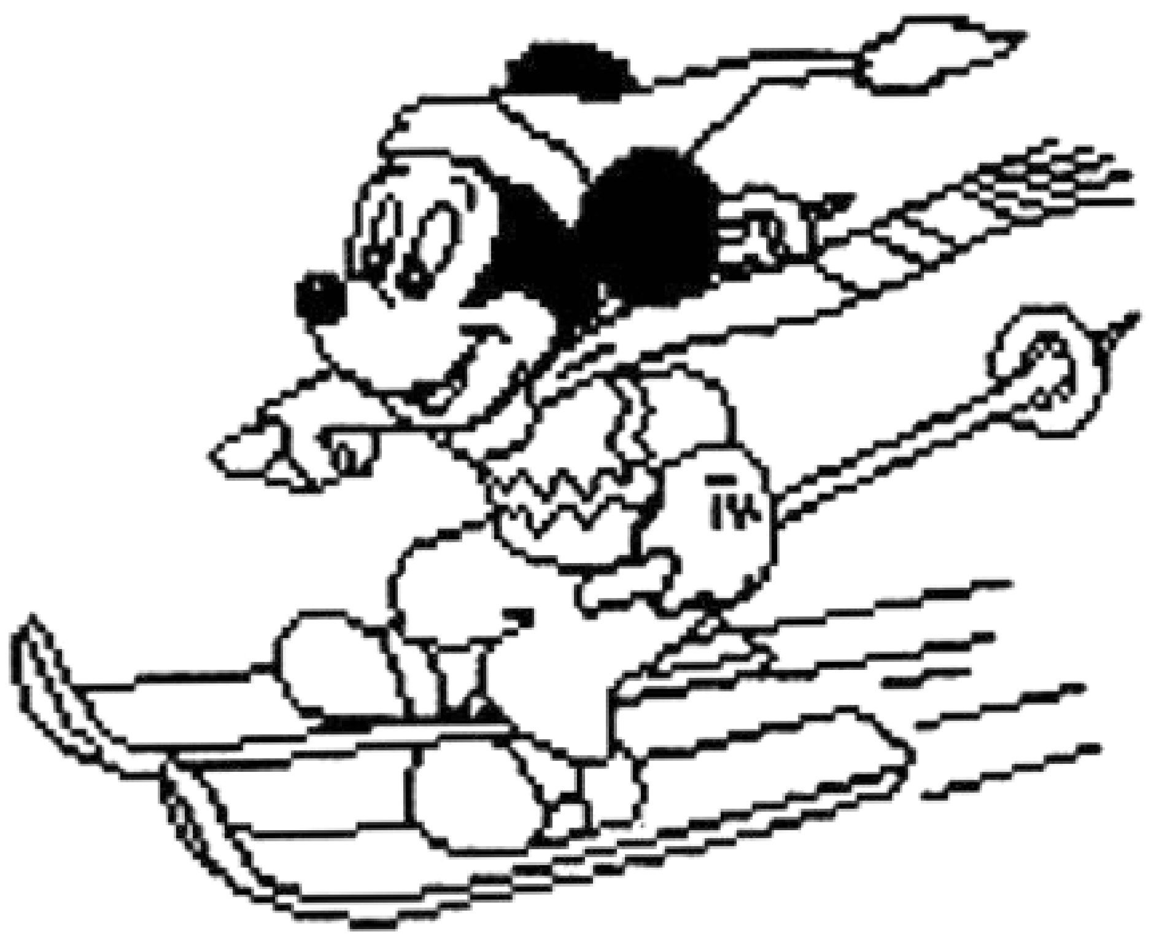

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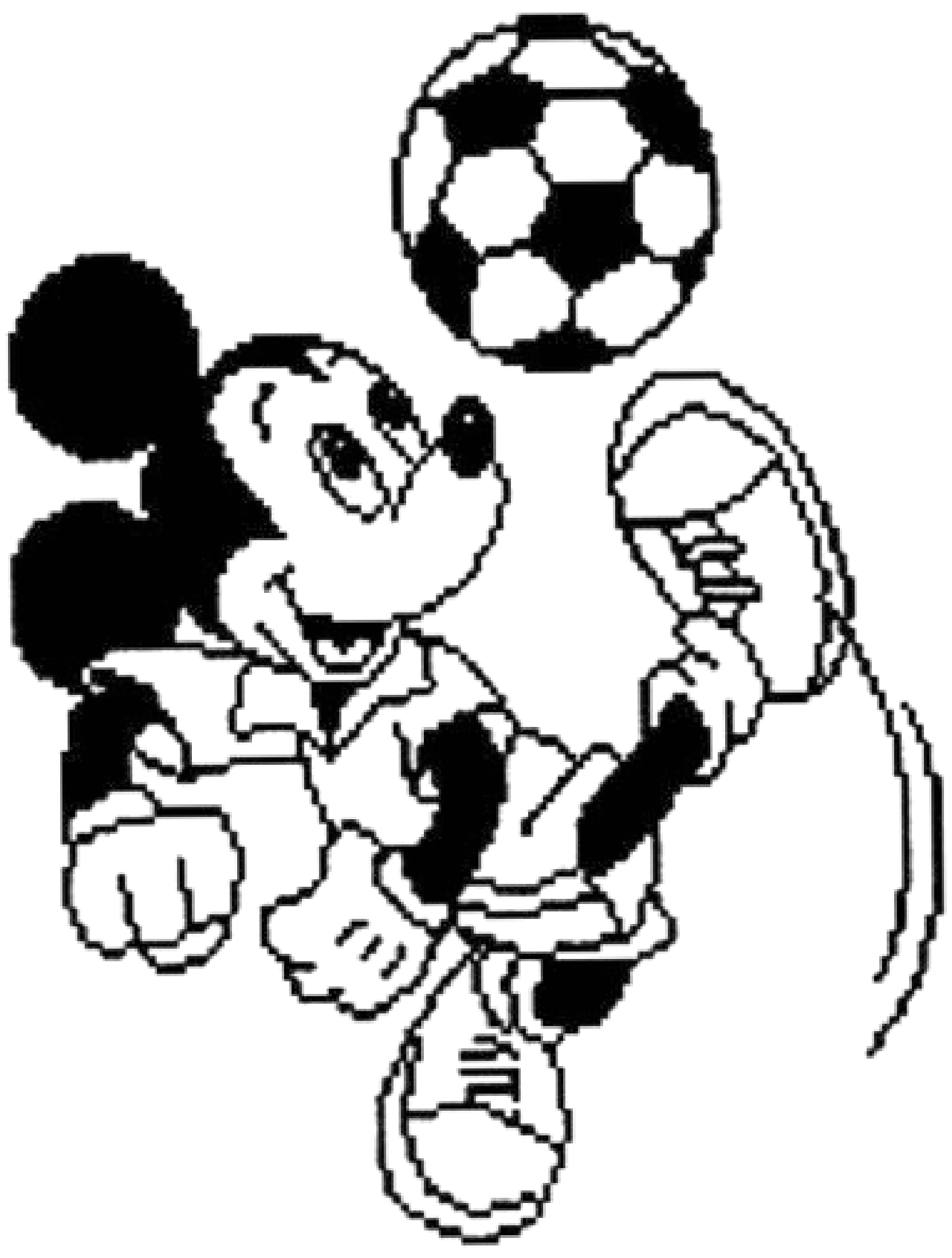

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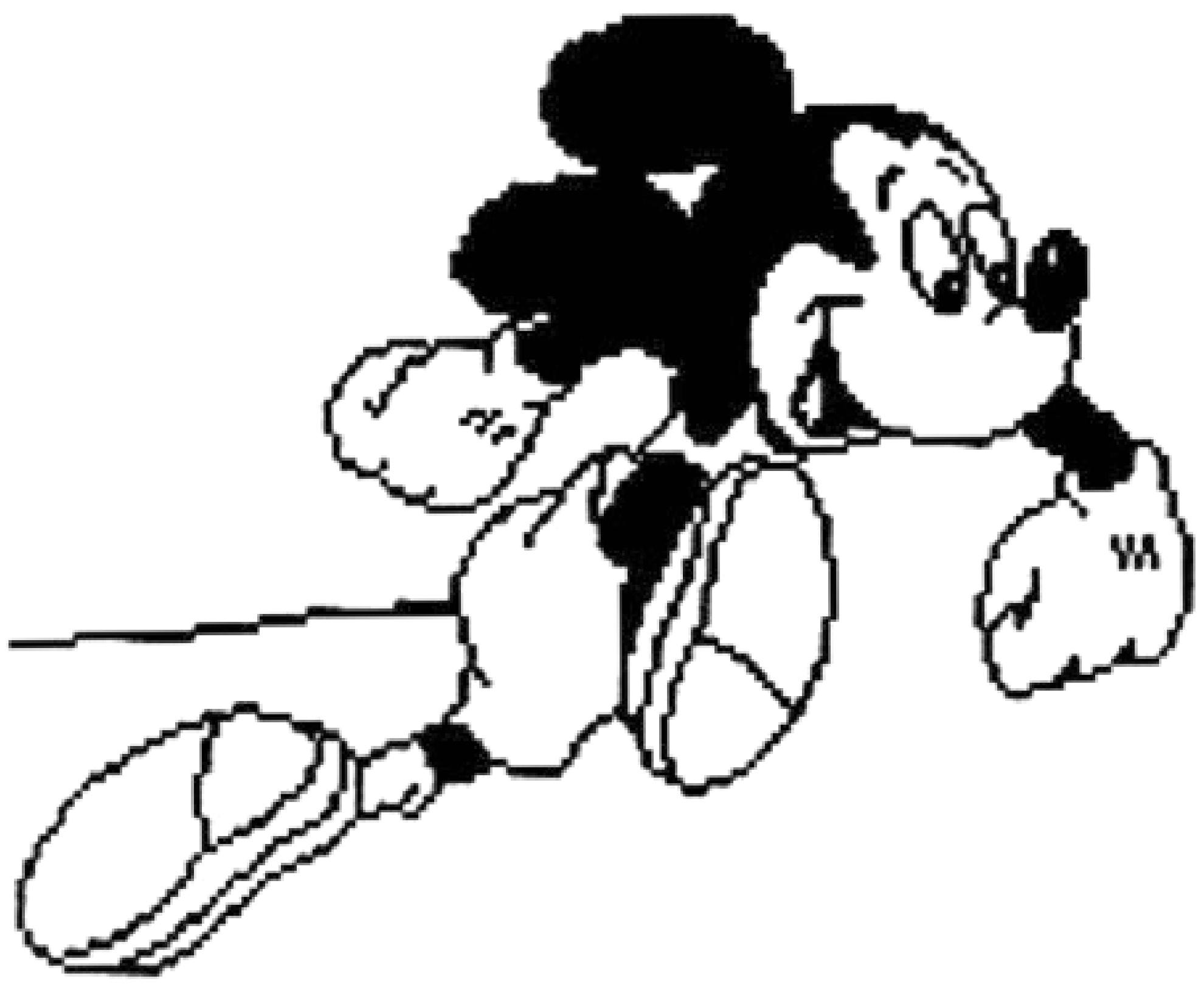

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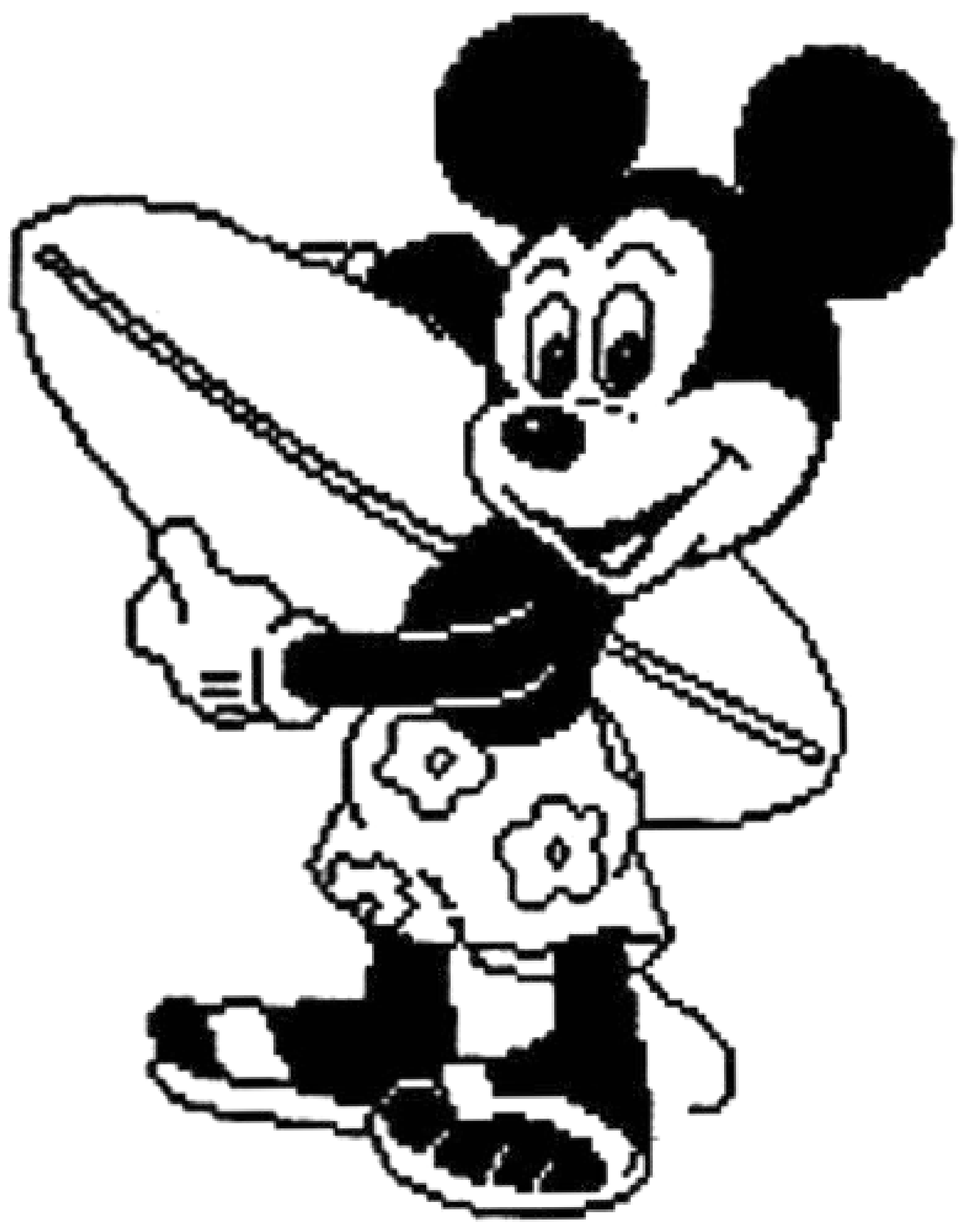

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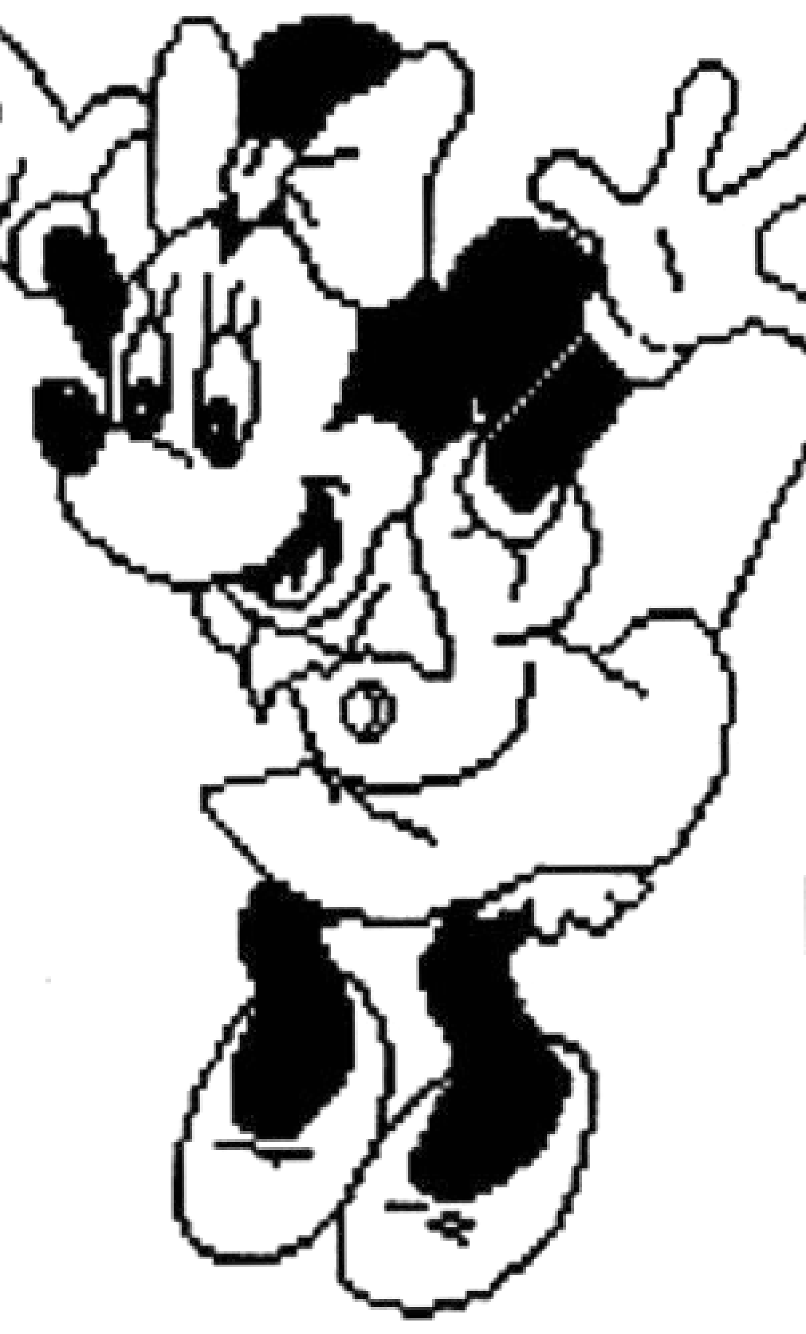

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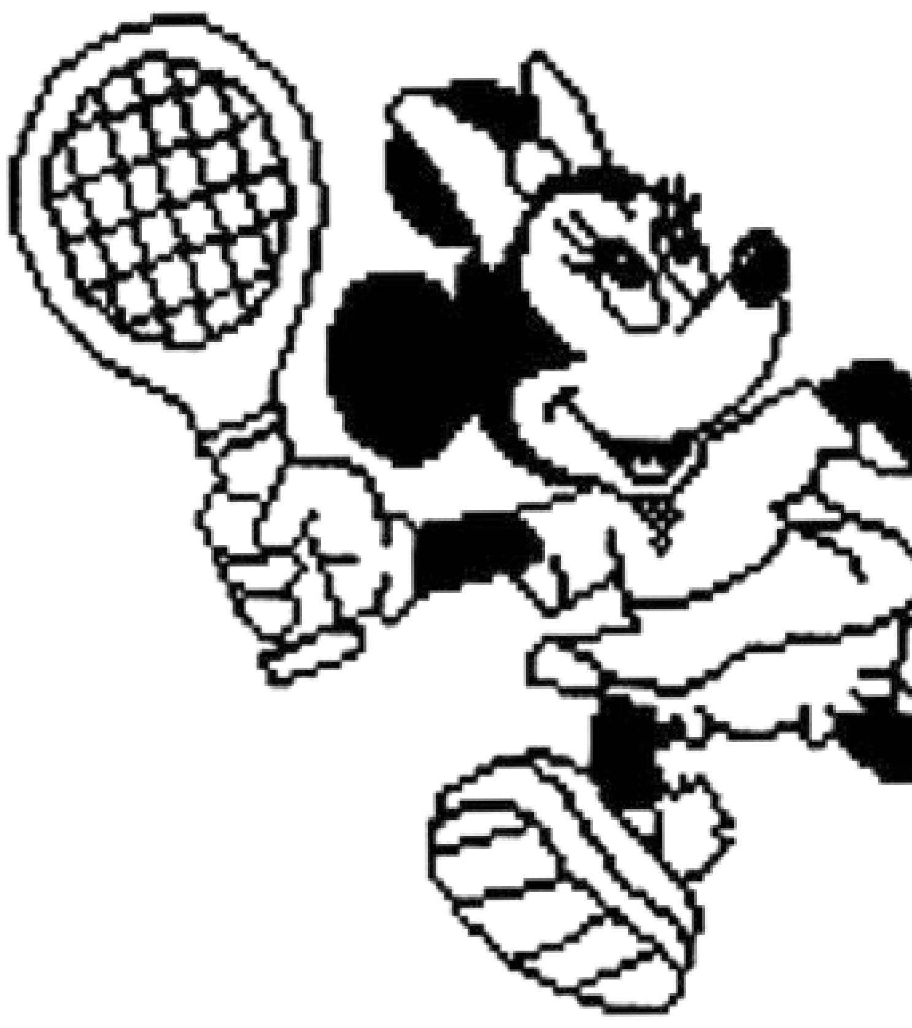

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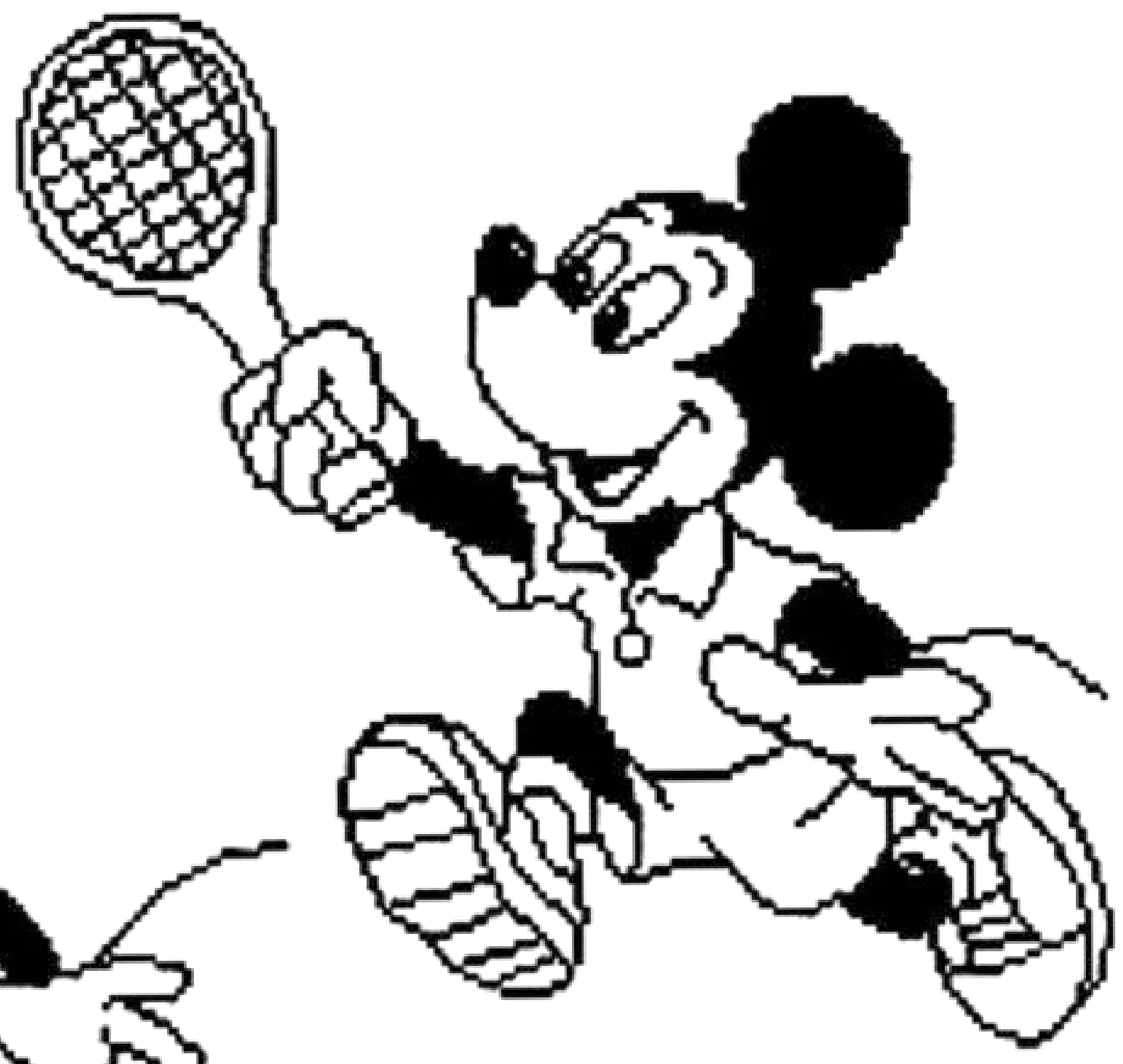

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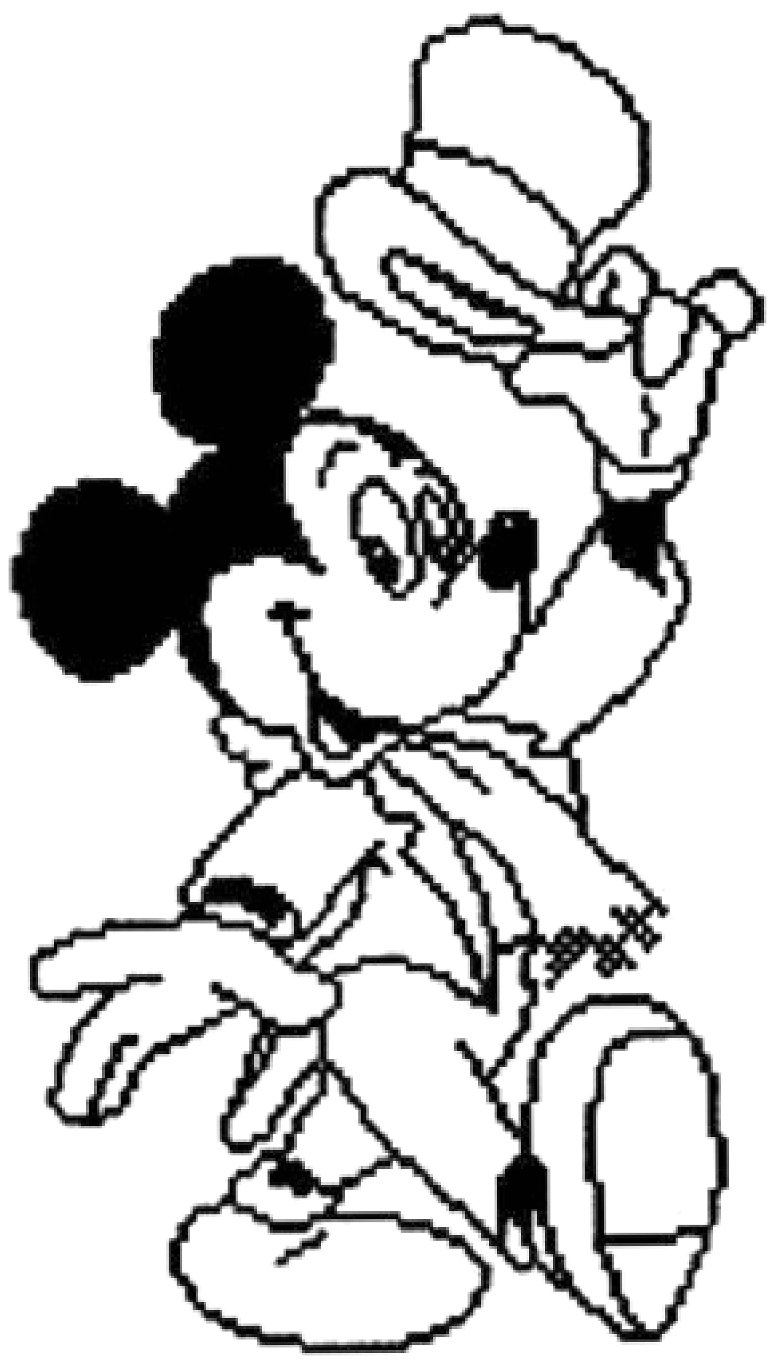

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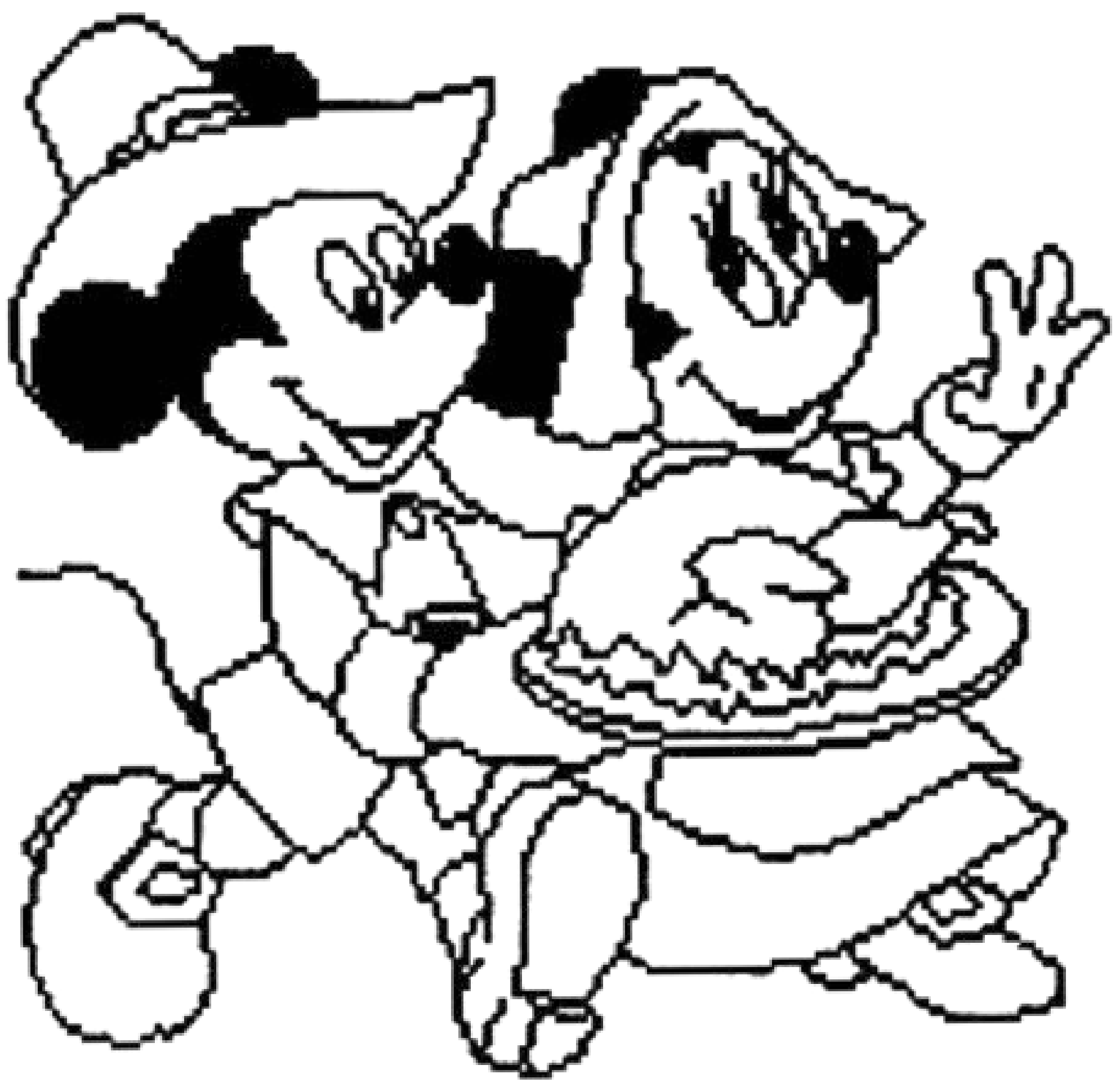

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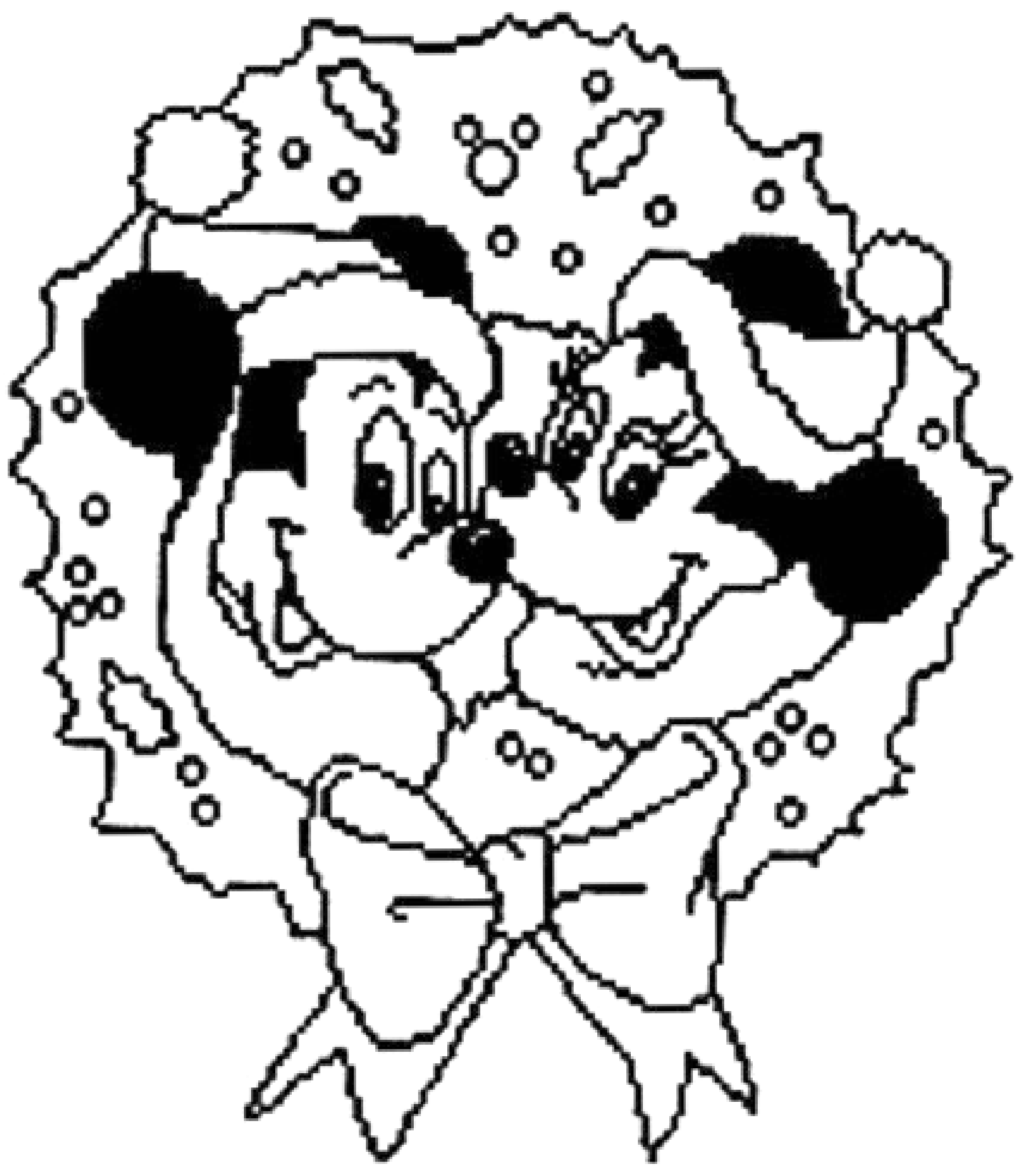

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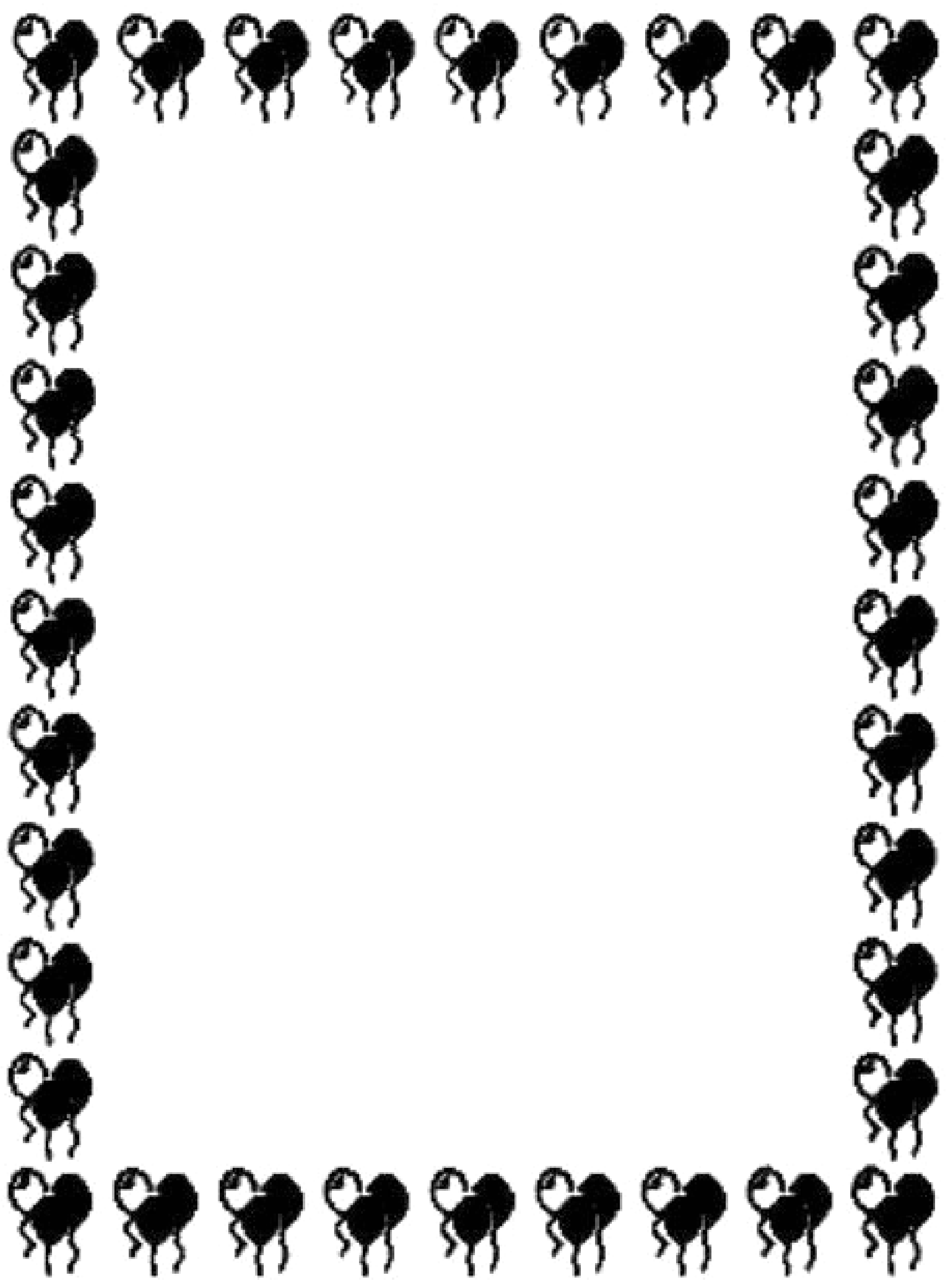

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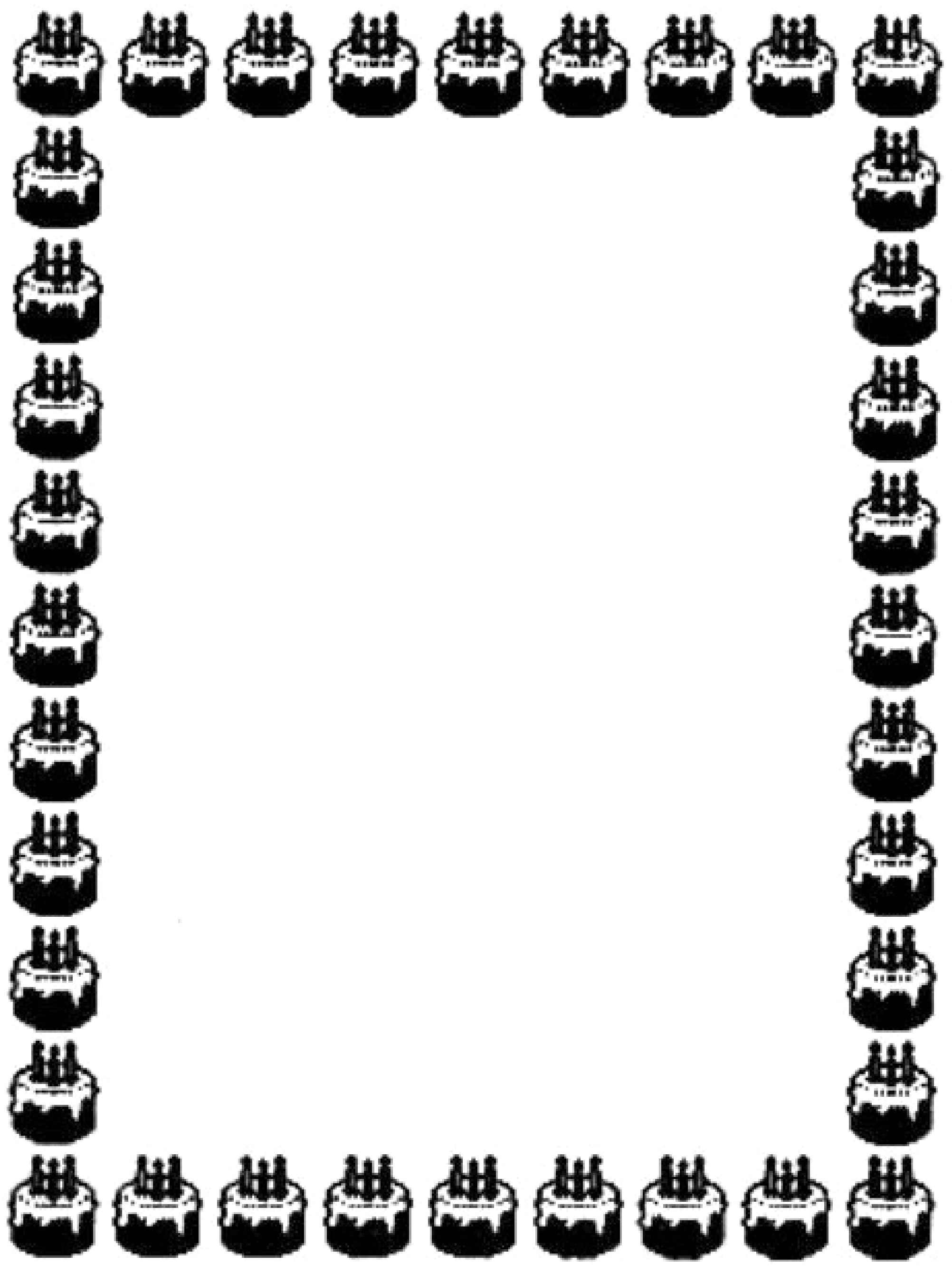

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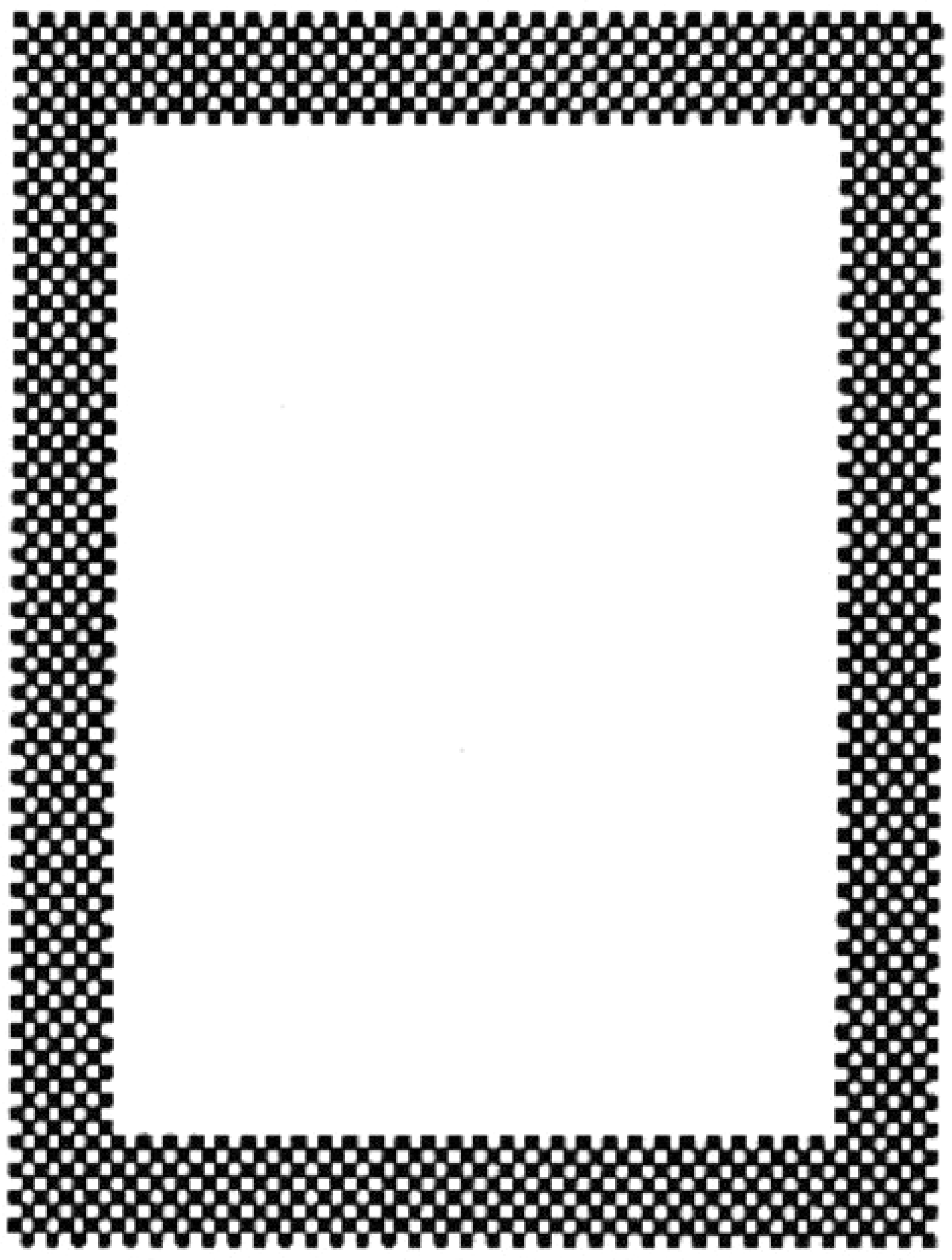

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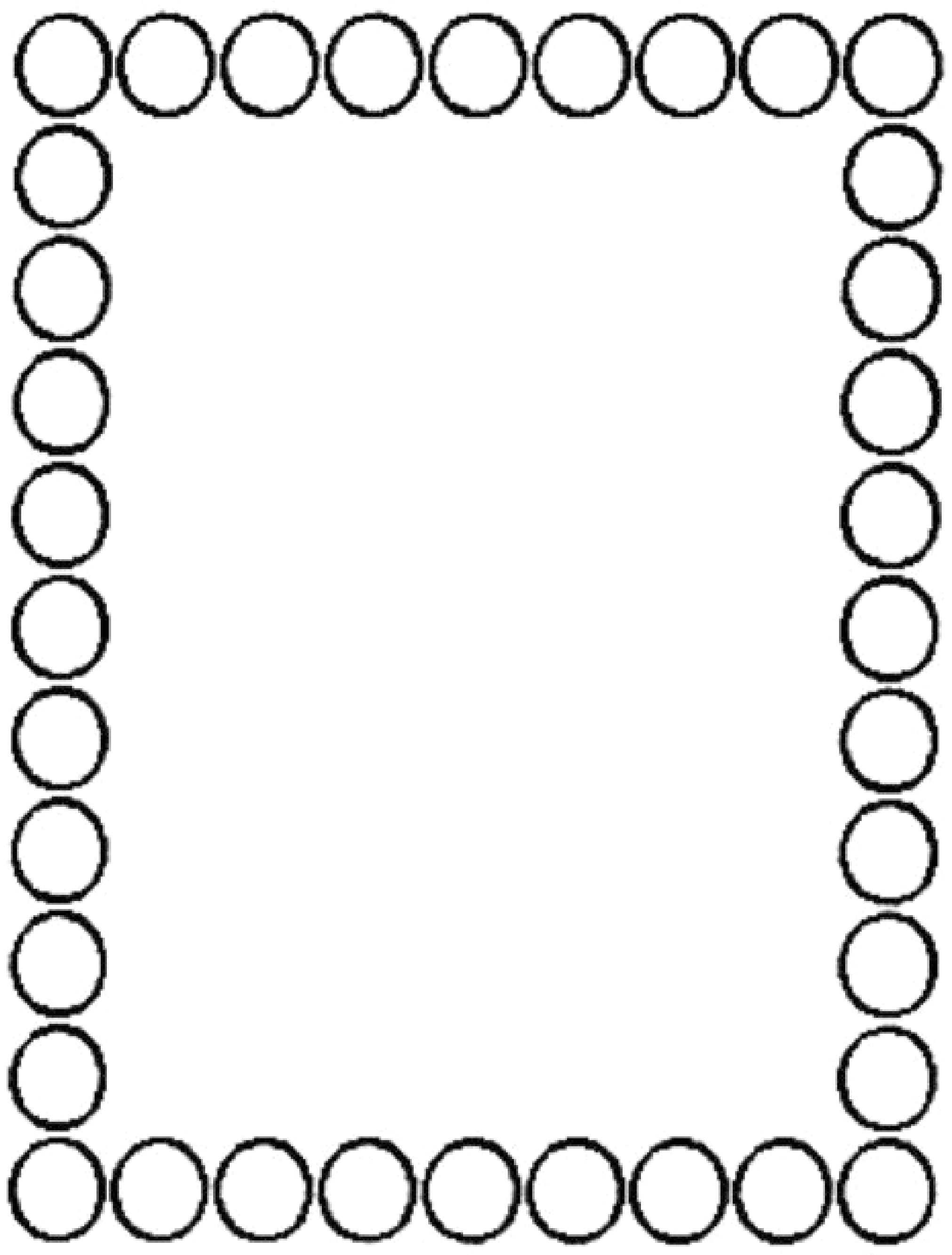

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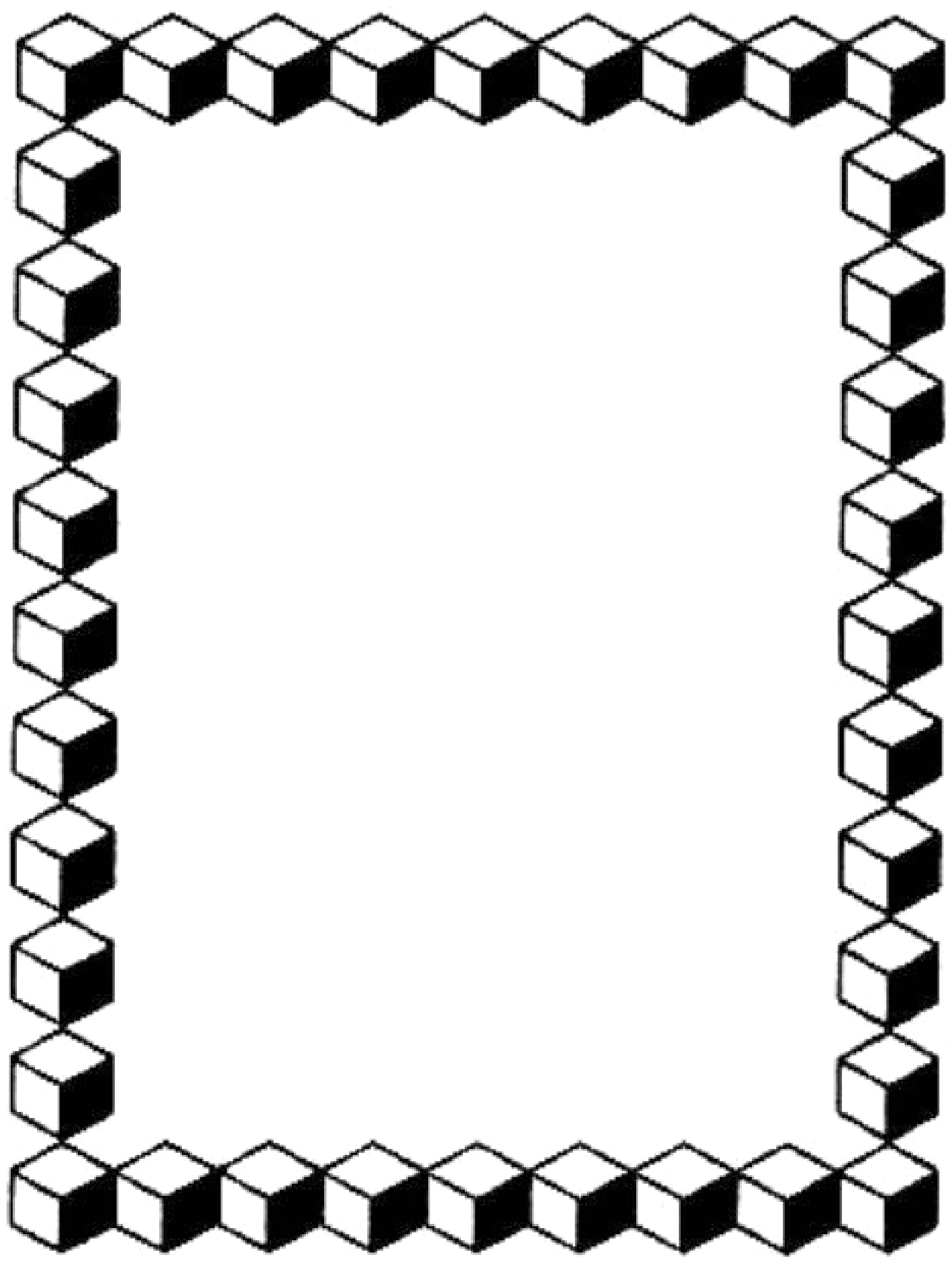

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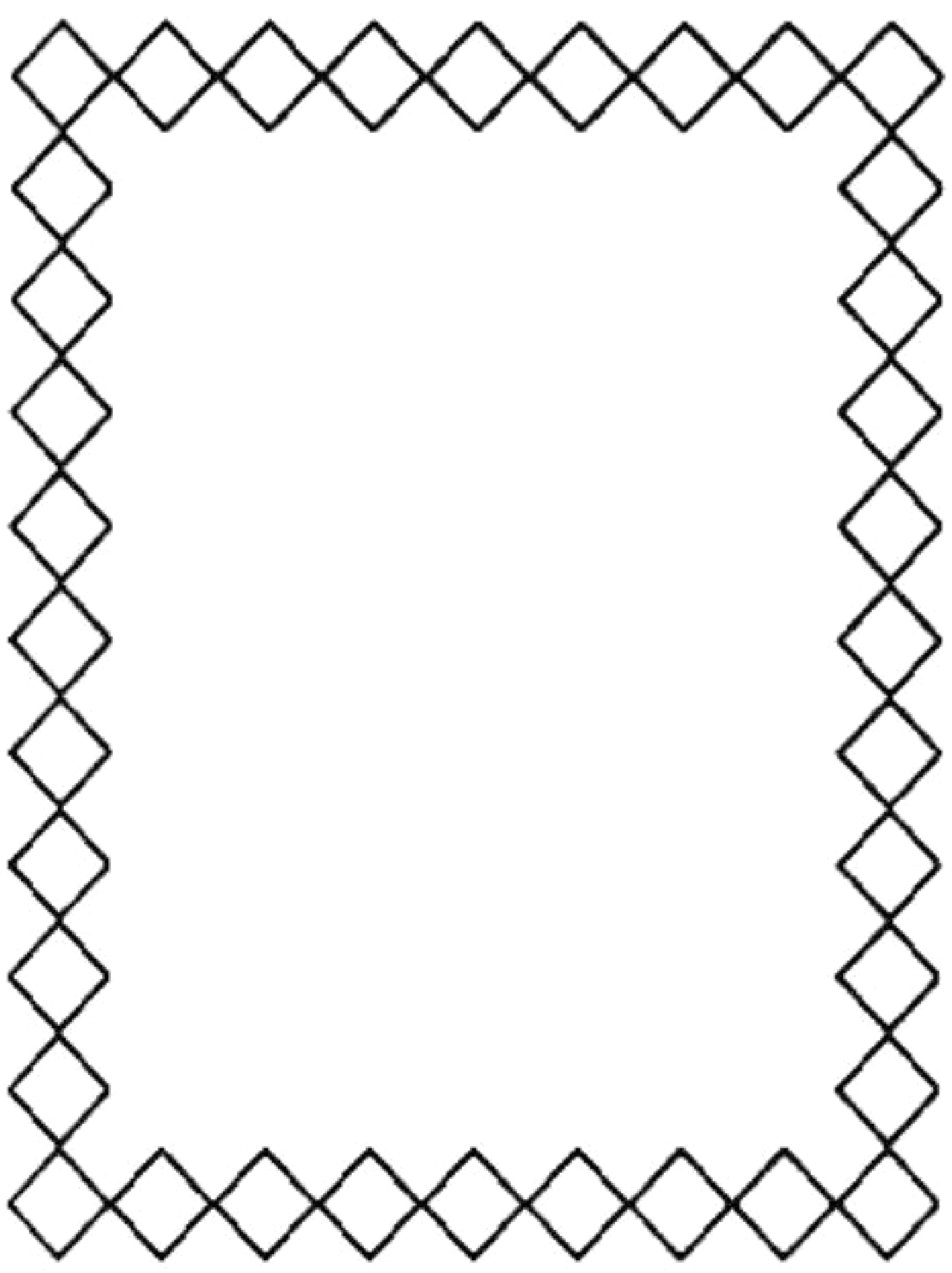

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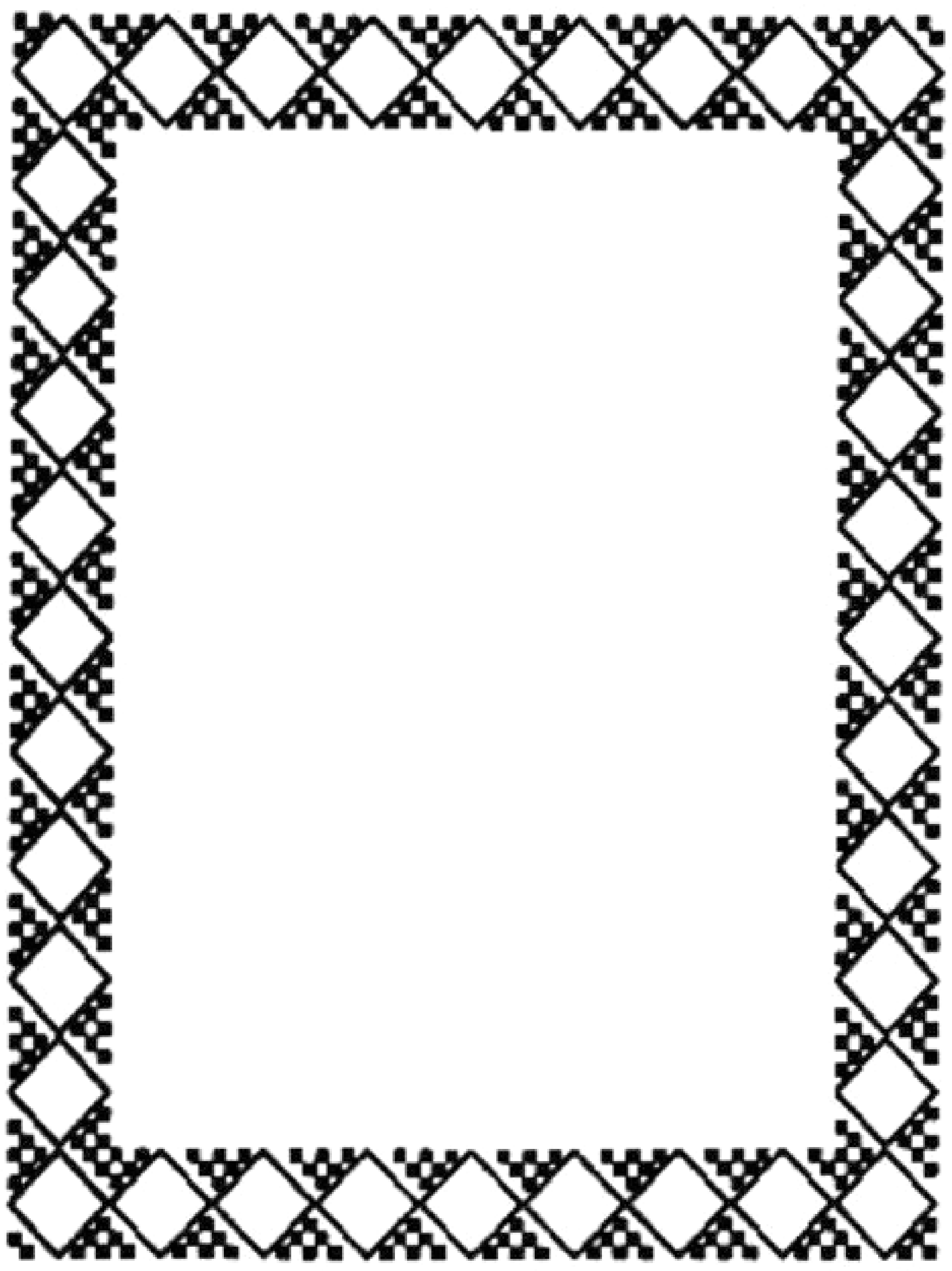
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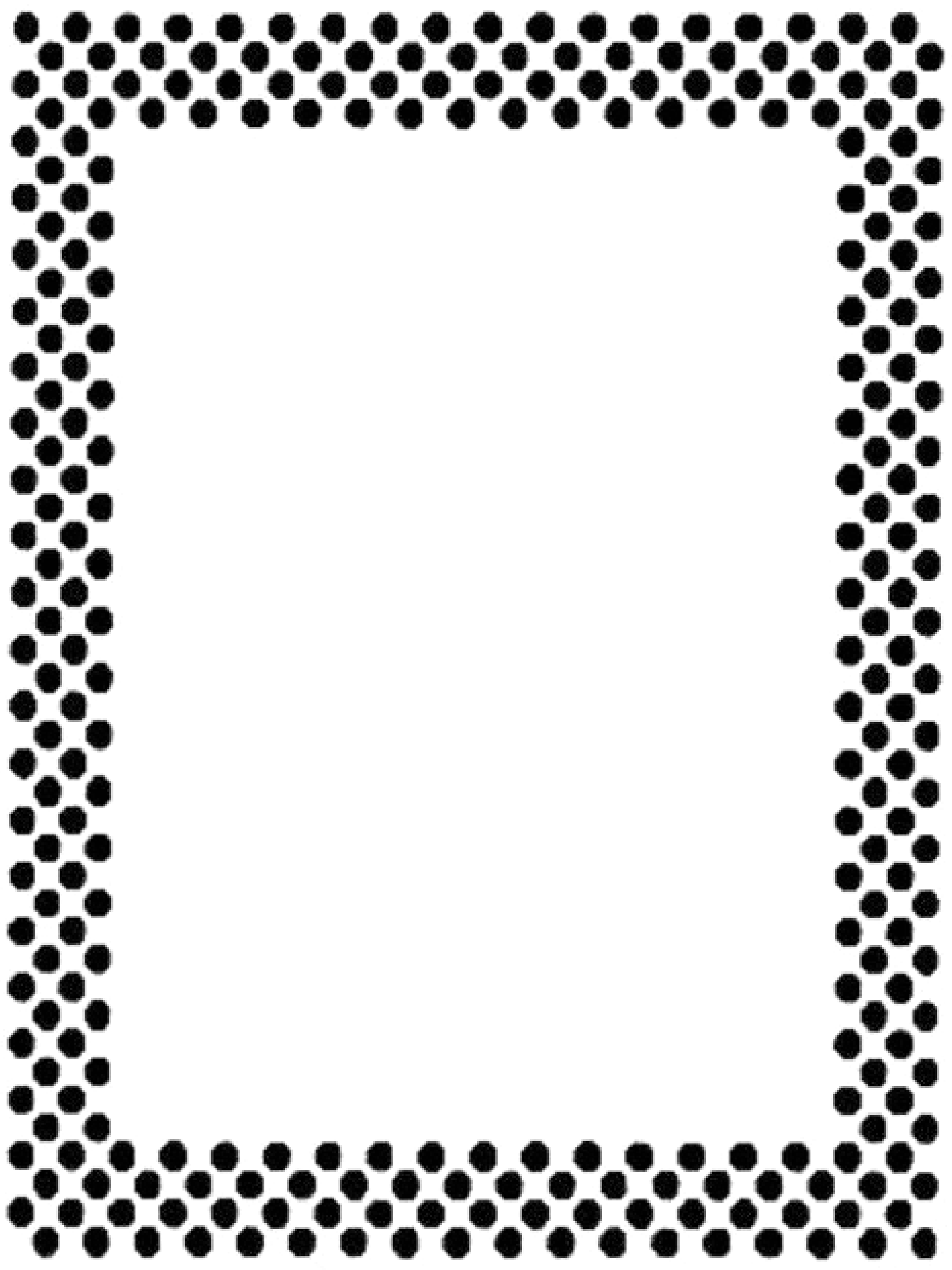
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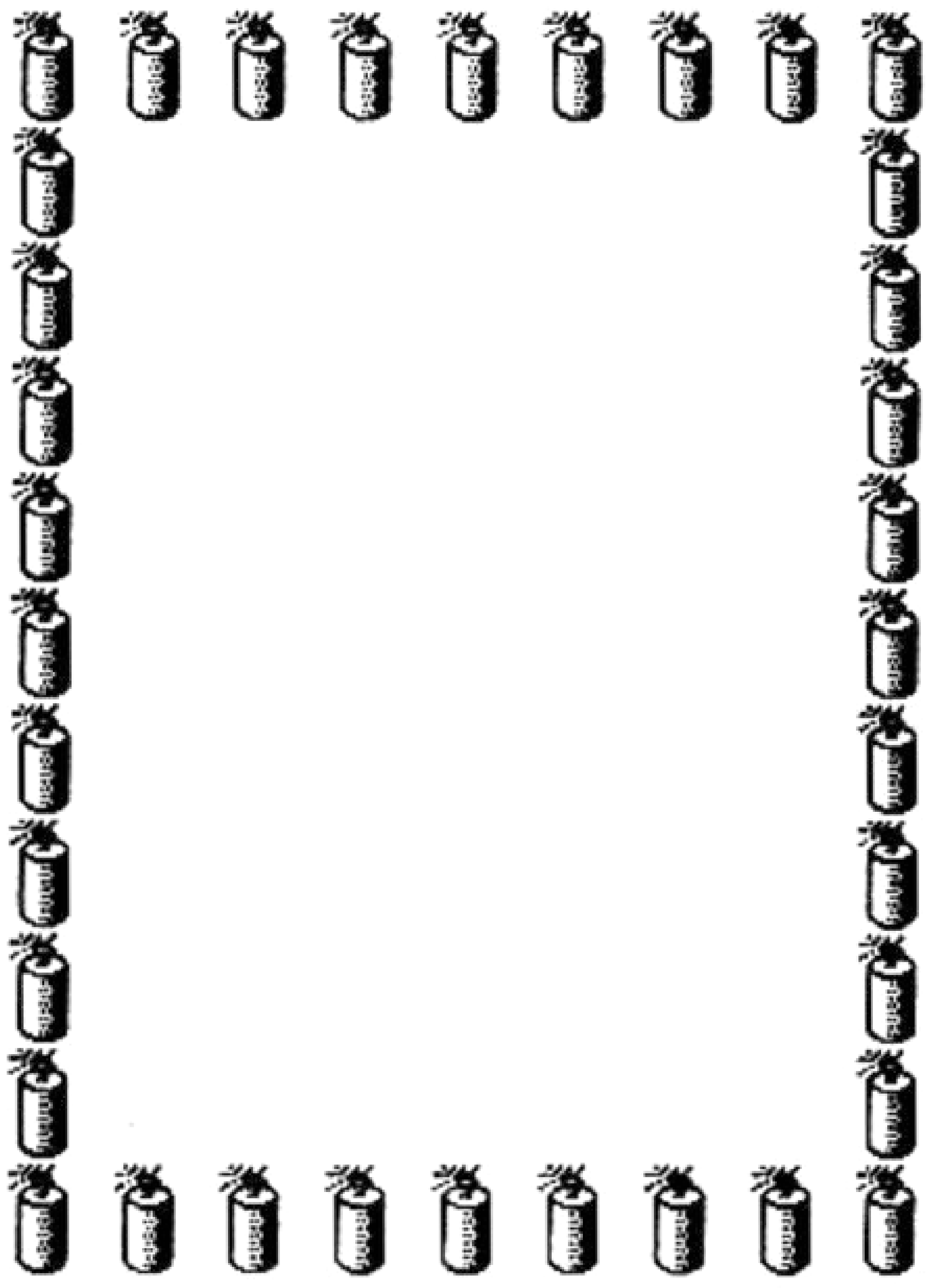
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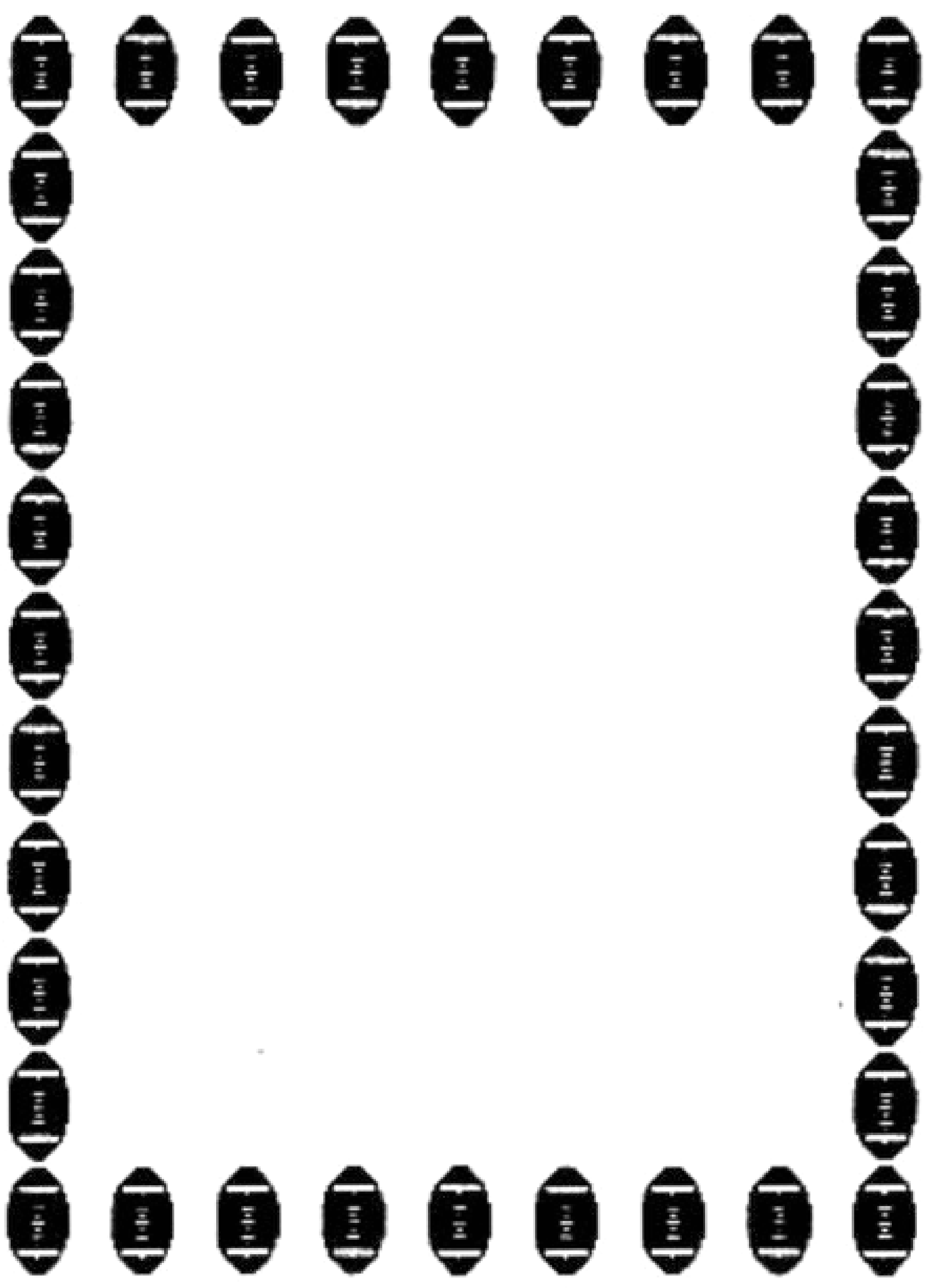
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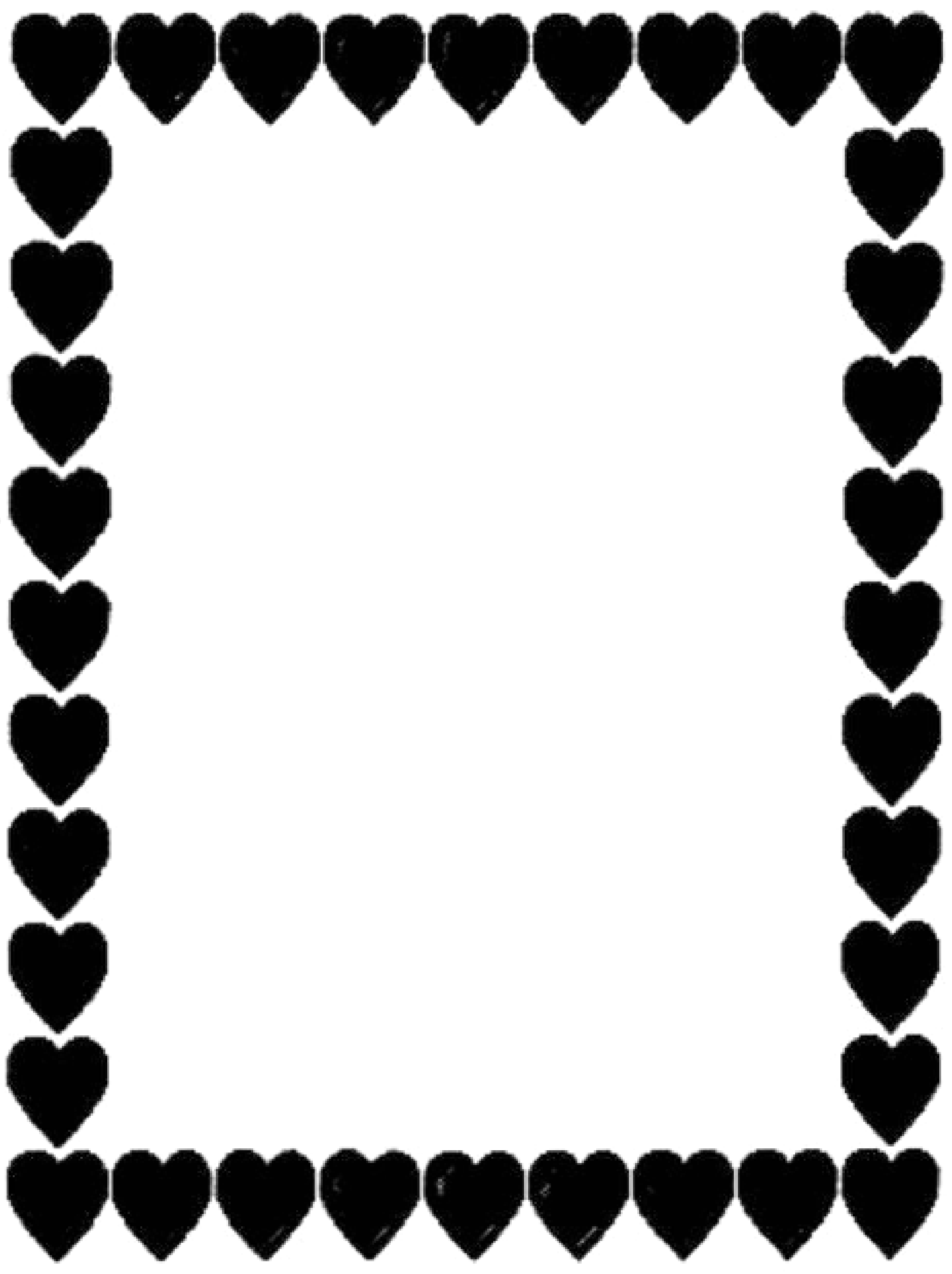
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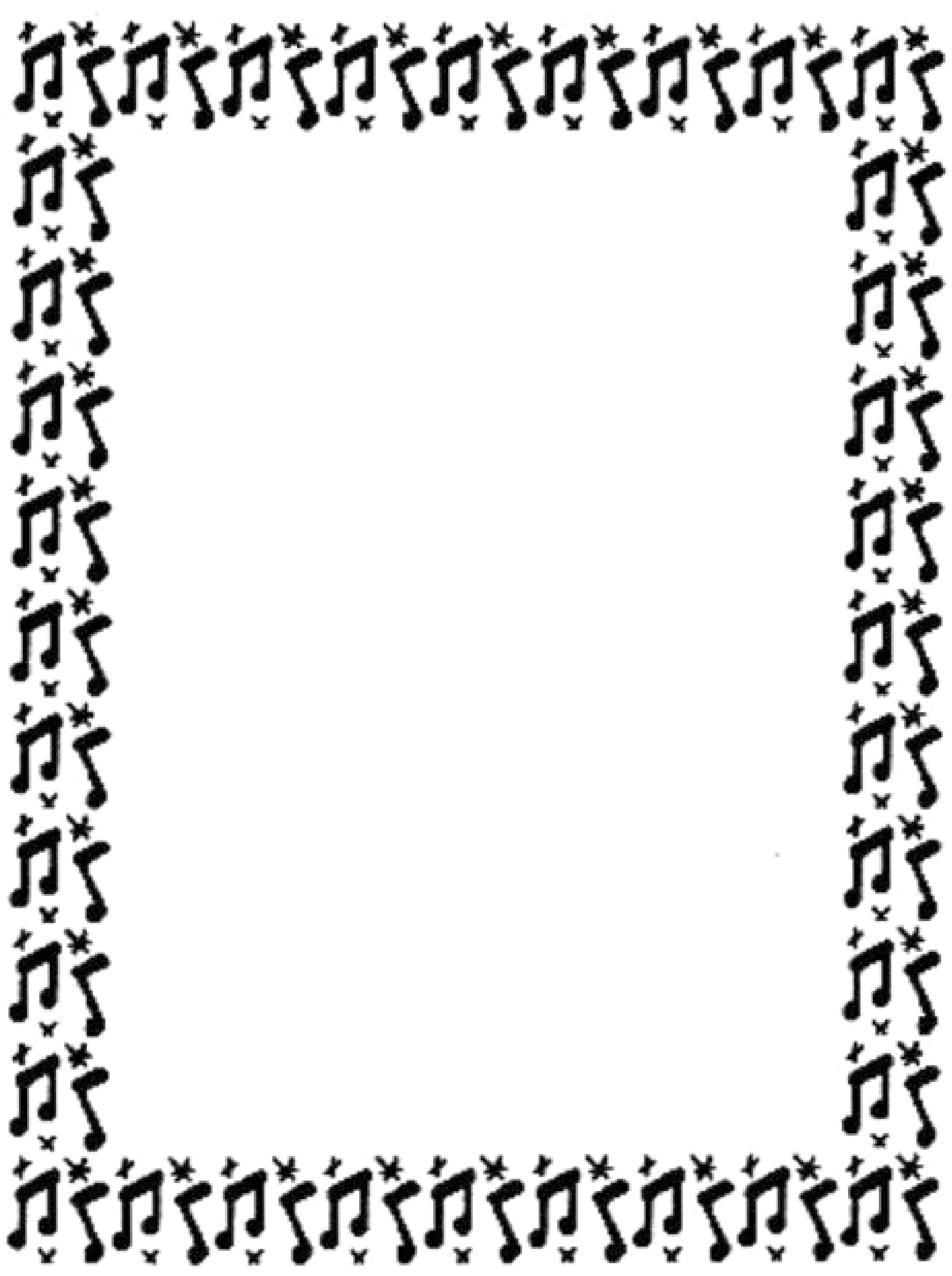
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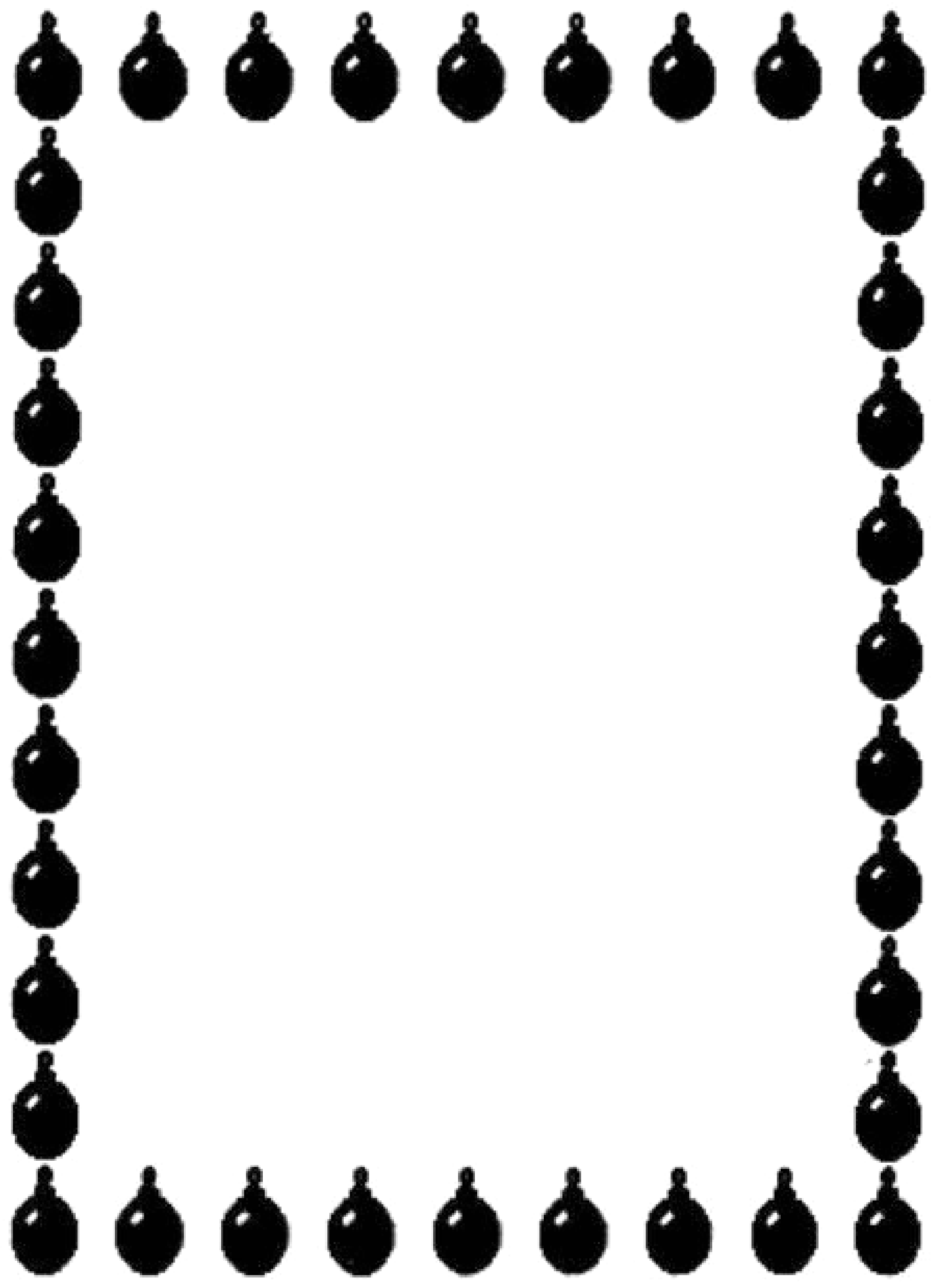

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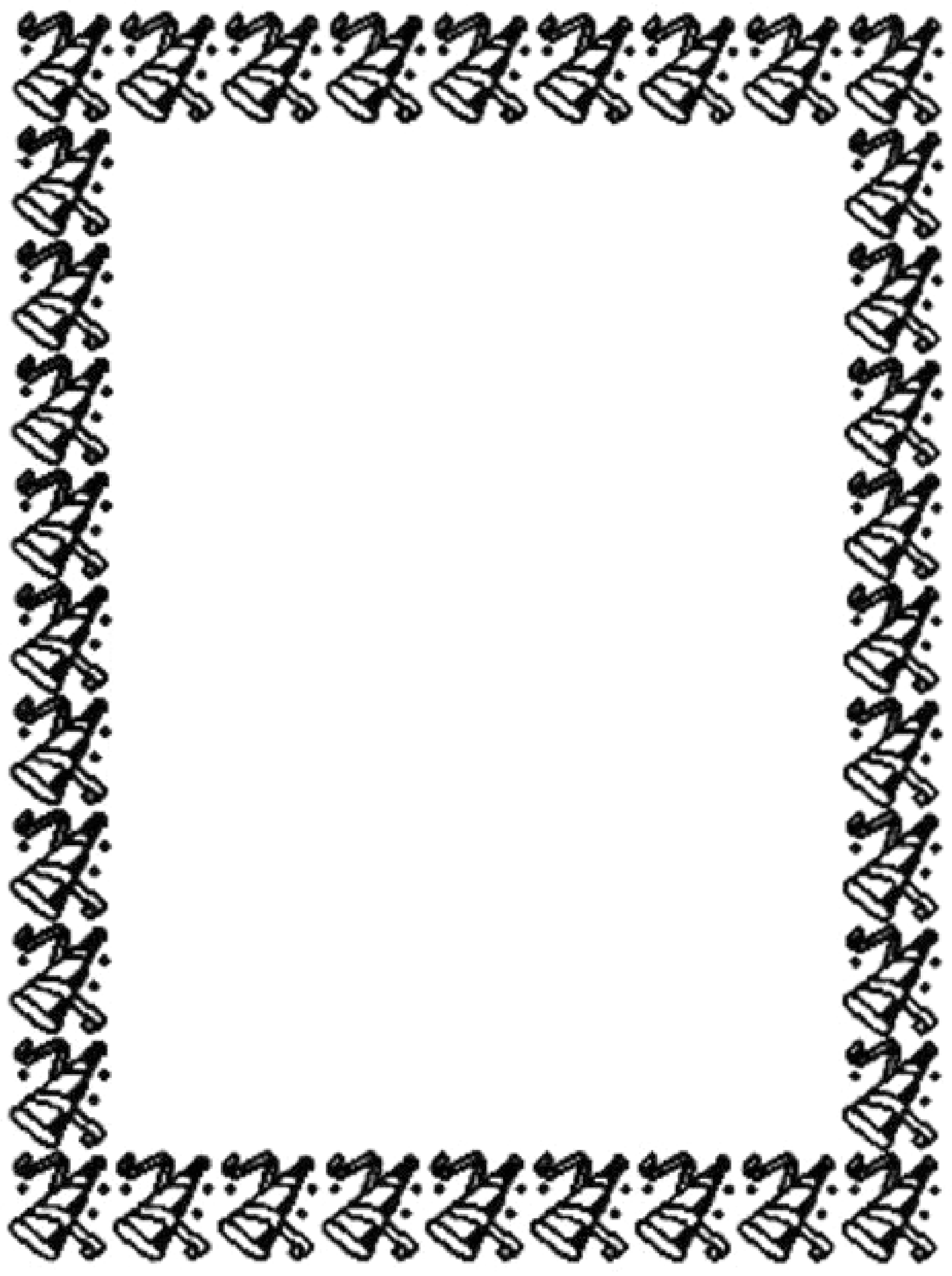

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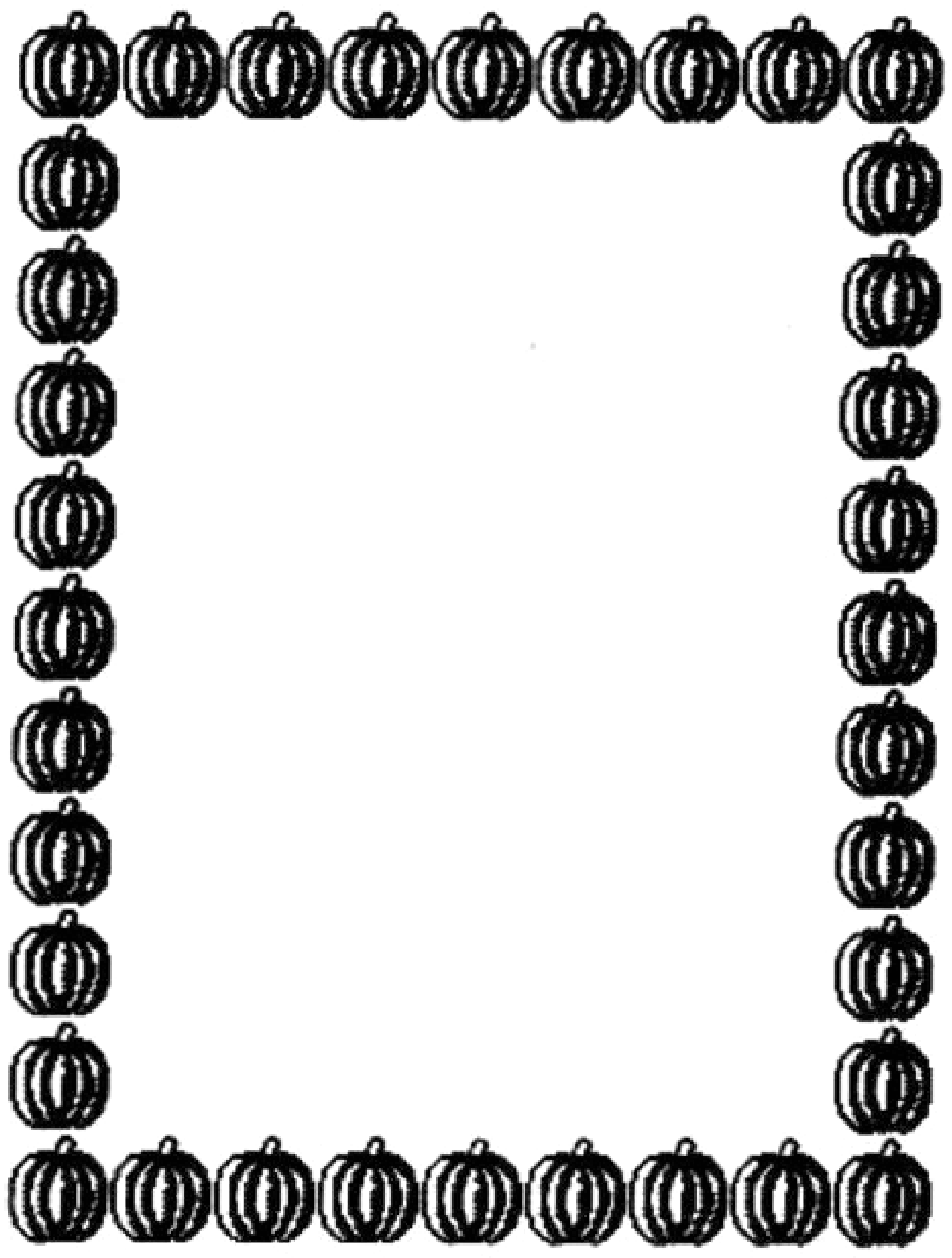

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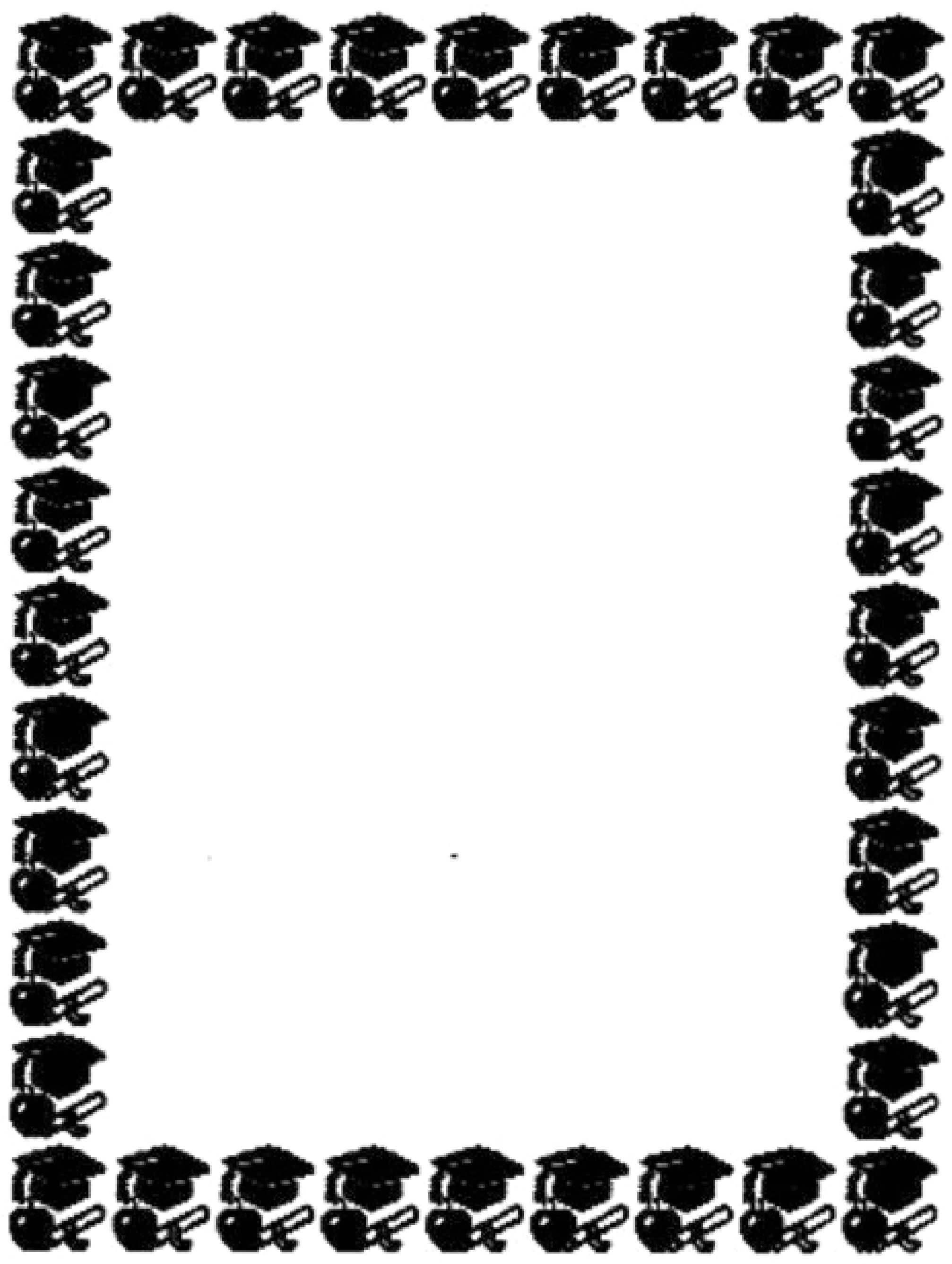

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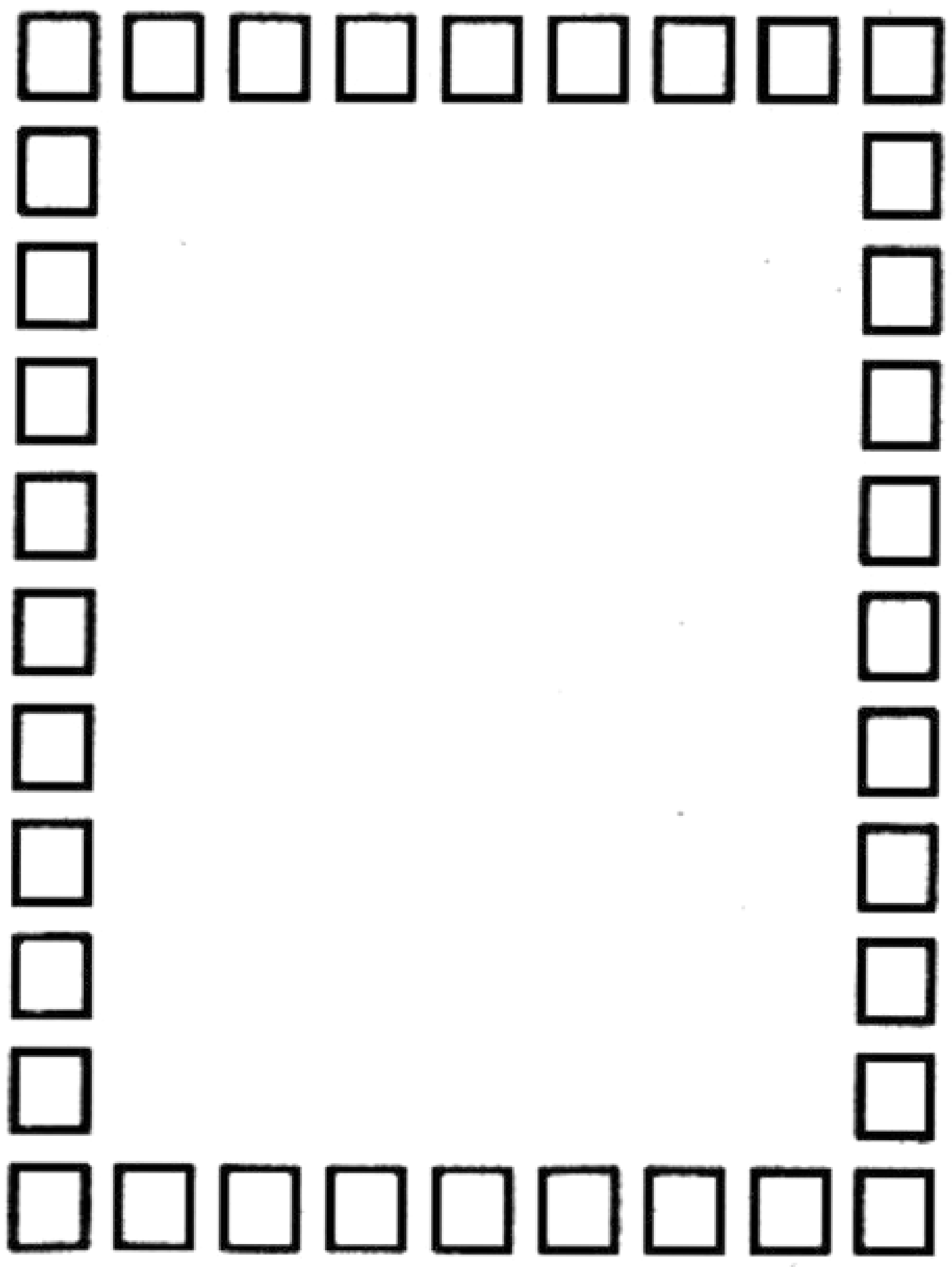

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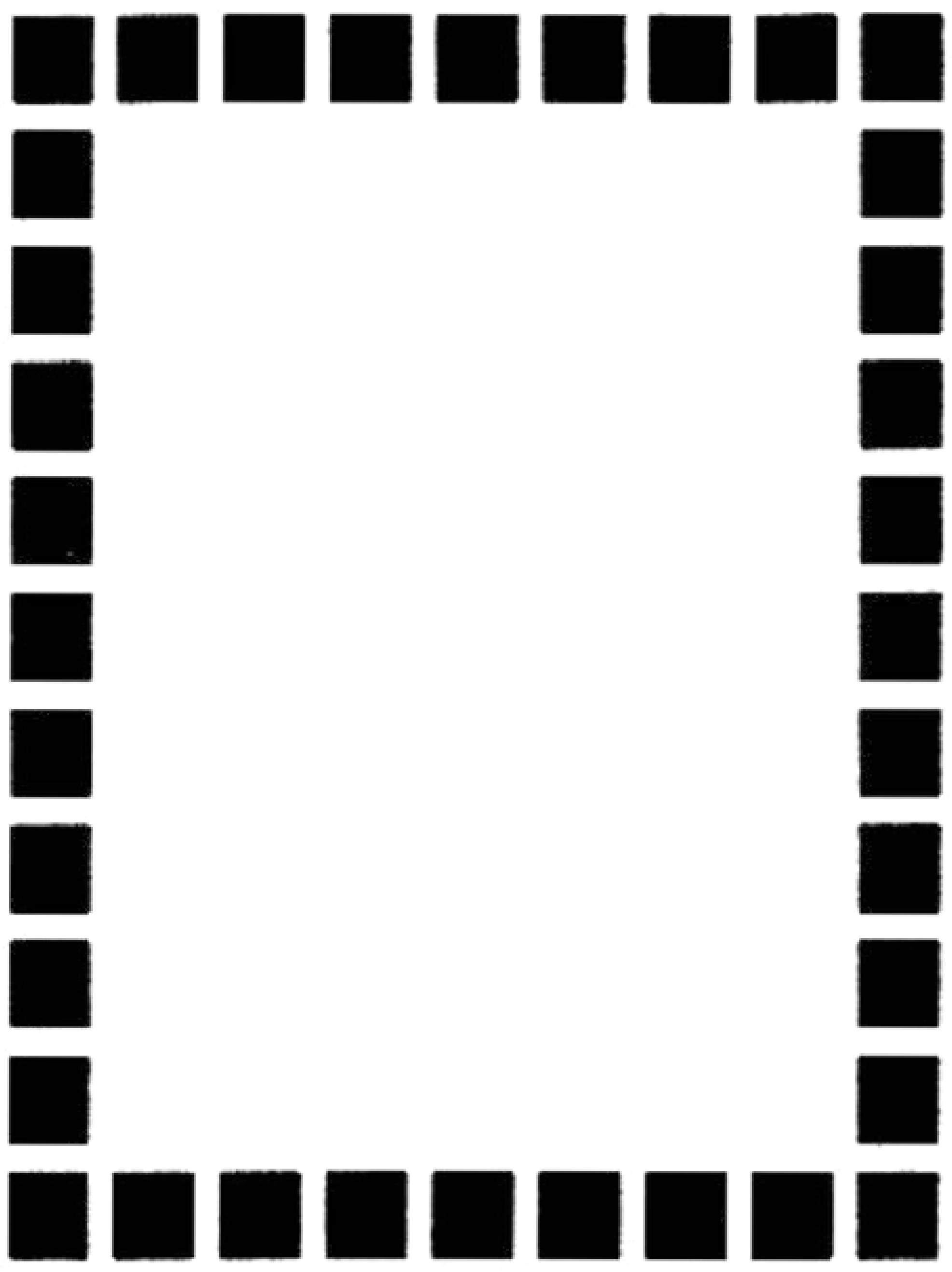

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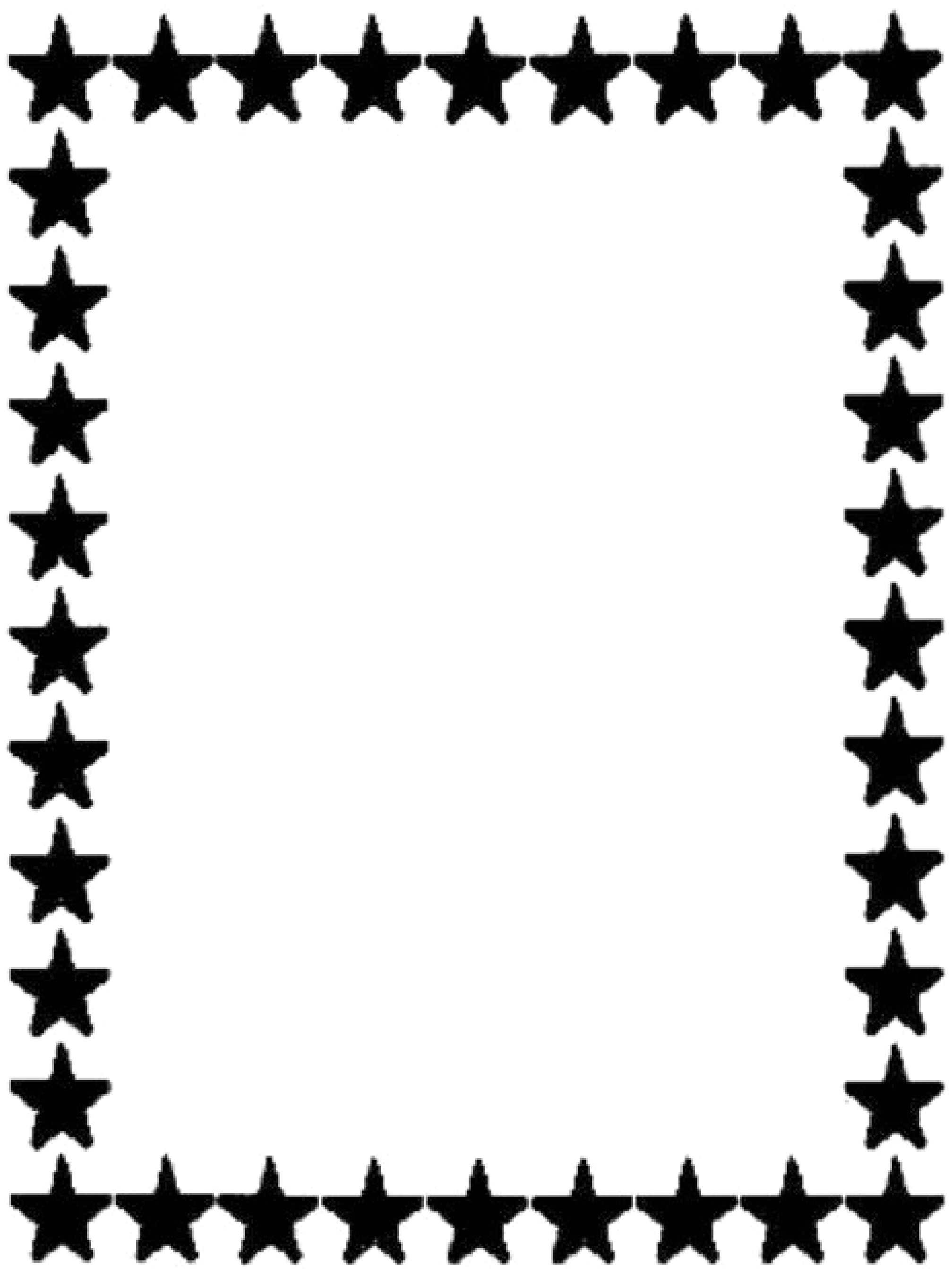

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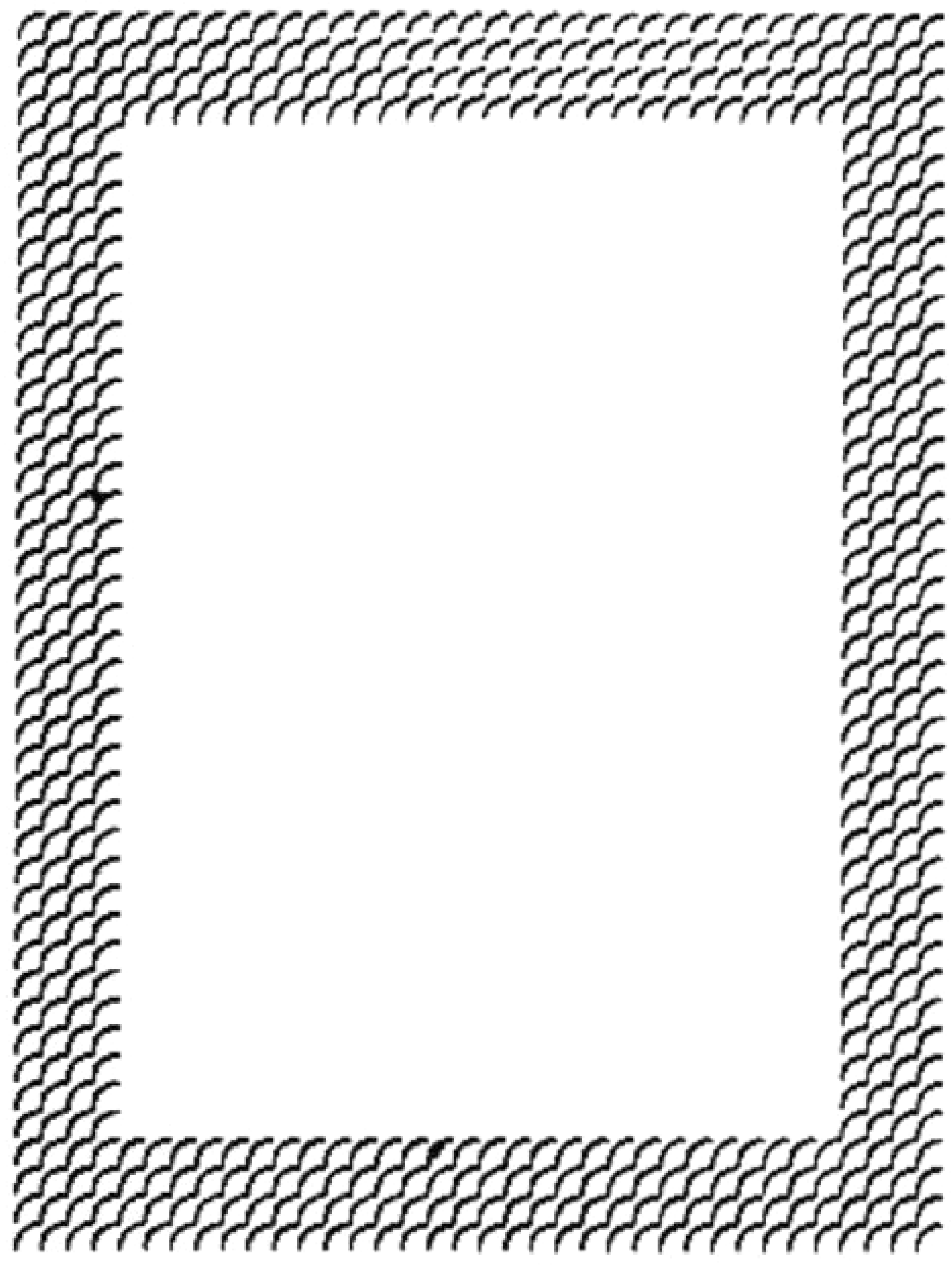

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SERIF
(5 SIZES)

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